United States Court of Appeals

for the Second Circuit

EXHIBITS

74-1171

B

IN THE

UNITED STATES COURT OF APPEALS

FOR THE SECOND CIRCUIT

APPEAL NO. 74-1171

AFFILIATED HOSPITAL PRODUCTS, INC.,
Appellant

v.

MERDEL GAME MANUFACTURING COMPANY,
WM. RICHMAN ASSOCIATES, LTD.,
BERNARD CAHN,
Appellees.

APPEAL FROM THE UNITED STATES DISTRICT COURT
FOR THE SOUTHERN DISTRICT OF NEW YORK

EXHIBITS

VOLUME I

UNITED STATES COURT OF APPEALS
FILED
AUG 8 1974
A. DANIEL FUSARO, CLERK
SECOND CIRCUIT

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New York, New York 10038
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Counsel for Appellant

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PX 1

TRADE-MARK.

No. 49,996. REGISTERED FEB. 27, 1906.

CARROM-ARCHARENA CO.

GAME BOARDS.

APPLICATION FILED JUNE 16, 1906.

CARROMS

Witnesses
W. D. Cravens

Proprietor
Carrom-Archarena Co.
By Church, Kelly & Ewart.

Amendment

Registered February 27, 1906 Registration No. 49,096

Carrom-Archarena Co.

Application to amend having been made by Shampaine Industries, Inc., owner of the registration above identified, said registration is hereby amended as follows:

In the statement, column 1, lines 10 and 11, "Carroms" is deleted and *Carrom* is inserted, and the drawing is amended to appear as follows:

CARROM

Such amendments have been entered upon the records of the Patent Office and the said original registration should be read as so amended.

Signed and sealed this 15th day of March 1966.

[SEAL]

EDWIN L. REYNOLDS

First Assistant Commissioner of Patents.

PLAINTIFF'S EXHIBIT

Renewed for 3d time for 20 years from Feb. 27, 1966

UNITED STATES PATENT OFFICE.

CARROM-ARCHARENA CO., OF LUDINGTON, MICHIGAN.

TRADE-MARK FOR GAME-BOARDS.

No. 49,996. Statement and Declaration. Registered Feb. 27, 1906.

Application filed June 19, 1905. Serial No. 8,638.

STATEMENT.

To all whom it may concern:

Be it known that the CARROM-ARCHARENA CO., a corporation duly organized, existing, and doing business under and by virtue of the laws of the State of Michigan, and having its principal offices and place of business in the city of Ludington, county of Mason, in said State, has adopted for its use a trade-mark, of which the following is a description.

The trade-mark consists of the word "CARROMS."

The trade-mark has been continuously used by said corporation and its predecessors in business since December, 1892.

The class of merchandise to which this trade-mark is appropriated is games and toys, and the particular description of goods comprised in said class upon which this trade-mark is used is game-boards.

The trade-mark is usually displayed upon the boxes, packages, or wrappers containing the goods by placing thereon a label on which the trade-mark is shown. It is also usually displayed upon the goods themselves by printing or otherwise reproducing thereon or by placing thereon a label upon which it is shown.

CARROM-ARCHARENA CO.,
By HENRY L. HASKELL,
Secretary.

Witnesses:
A. J. ALBEE,
OTIS A. EARL.

DECLARATION.

State of Michigan, county of Kalamazoo, ss:

HENRY L. HASKELL, being duly sworn, deposes and says that he is secretary of the corporation, the CARROM-ARCHARENA COMPANY, the applicant named in the foregoing statement; that he verily believes the foregoing statement to be true; that he believes that the said corporation is the owner of the trade-mark sought to be registered; that no other person, firm, corporation or association, to the best of his knowledge and belief, has the right to such use, either in the identical form or in any such near resemblance thereto as might be calculated to deceive; and that the trade-mark is used by the said corporation in commerce among all of the several States of the United States, and between the United States and foreign nations or Indian tribes, and particularly with Canada, England, France, Germany, Russia, Italy, China, and the Australian States, and that the description, drawing, and specimens, presented truly represent the trade-mark sought to be registered.

HENRY L. HASKELL.

Subscribed and sworn to before me this 11th day of May, 1905.

[L. S.] OTIS A. EARL,
Notary Public, Kalamazoo County.

CERTIFIED TO BE A TRUE COPY OF THE REGISTRATION, WHICH IS IN FULL FORCE AND EFFECT, WITH NOTATION OF ALL STATUTORY ACTIONS TAKEN THEREON, AS DISCLOSED BY THE RECORDS OF THE UNITED STATES PATENT OFFICE. SAID RECORDS SHOW TITLE TO THE REGISTRATION IN: Affiliated Hospital Products, Inc.

Attest: MAY 25 1970

Attesting Officer

Commissioner of Patents

84 108



IN THE UNITED STATES DISTRICT COURT

FOR THE EASTERN DISTRICT OF MICHIGAN

SOUTHERN DIVISION

✓ [illegible] INDUSTRIES DIVISION OF [illegible] HOSPITAL PRODUCTS, INC., Plaintiff, vs. [illegible] GAME MANUFACTURING CO., WILLIAM J. MUECKLER, ROBERT L. ERICKSON, and ALBERT DEL ZOPPO, Defendants.	Civil Action No. 4237 S T I P U L A T I O N

The parties hereto, by their respective attorneys, hereby stipulate and agree as follows:

1. The defendants stipulate that plaintiff's trademark registration No. 49,996 is valid and agree not to use the words CARROM or CARROMS as a trademark. If the word CARROM or CARROMS ceases to be a trademark, there shall be no restriction on the defendants' use thereof.

2. The plaintiff stipulates that it will not object to the use of the word CAROM or CAROMS by defendants where such use is no more prominent than the use on the date of this stipulation. The defendants agree that they will not expand such use for a period of three years from this date. The defendants agree as part of the foregoing that they will not use the word CAROM or CAROMS during

such three-year period to describe their gameboard. At the [illegible] tion of such three-year period, there shall be no restriction [illegible] the use of the words CAROM or CAROMS by the defendants.

3. Plaintiff stipulates that United States Patent No. 3,088,740 granted to ROBERT L. ERICKSON on May 7, 1963, is valid and that said ROBERT L. ERICKSON was the first inventor thereof.

4. The parties stipulate that none of the parties shall be entitled to recover any damages for any acts relating to any matters in controversy at any time in this proceeding.

5. The parties stipulate that an order may be entered by the Court reading as follows:

> "IT IS HEREBY ORDERED, That the complaint and counterclaim be, and they are hereby, dismissed with prejudice and without costs to either party."

Dated: March 2, 1967.

WARNER, NORCROSS & JUDD

By _____
Charles C. Lundstrom,
Attorneys for Defendants

_____
John D. Pope III

_____
Eugene Christman,
Attorneys for Plaintiff

737 Pieces Mailed to Jobbers (Includes Red Price Jobbers).

PLAINTIFF'S EXHIBIT 11

CARROM INDUSTRIES, INC.

MAKERS OF FINER THINGS IN WOOD FOR SIXTY-NINE YEARS

LUDINGTON, MICHIGAN

February 16, 1960

START THE '60's RIGHT WITH
AMERICA'S MOST-WANTED ACTION-SKILL GAMES

TO OUR JOBBERS:

ATTENTION: Toy Buyer

Everything points to a big year ahead for game sales, so we thought you'd be interested in how Carrom Industries, Inc. makes your selling job easy.

1. Carrom action-skill Games enjoy over 70 years of name value and popularity among dealers and consumers alike.

2. The wide variety of different Carrom Games has strong appeal to all age groups--creates a big demand market for you and your dealers.

3. The simplicity, quality construction and uncomplicated components of the Carrom line help save your selling time and eliminate replacement problems.

What's more, sales of some newly-introduced games and models really jumped last year--particularly NOK-HOCKEY and KIKIT. We suggest you order these for sure and get in on the extra profits.

For your convenience, we've enclosed our new catalog and price sheet. Prices are subject to jobber discount of 50-5% with our usual terms. For your sales force, we'll be happy to send you extra catalog sheets, glossy photos and electros for your catalog.

Meanwhile, to assure prompt deliveries for your present and future needs, why not place your order now? Simply specify shipping date. And for the best profit potential we urge you to consider the complete Carrom Line.

Yours for a profitable year with Carrom,

Wm. J. Mueckler

Wm. J. Mueckler
Vice President

WJM:M
Enc.
P.S. Visit us at Room 797, American Toy Fair, Hotel Sheraton-Atlantic, New York City, March 7-16.

CARROM INDUSTRIES, INC.
MAKERS OF FINER THINGS IN WOOD FOR SIXTY-NINE YEARS
LUDINGTON, MICHIGAN

April 12, 1960

1,414 Mailed to Dealer Accounts

START THE '60's RIGHT WITH
AMERICA'S MOST-WANTED ACTION-SKILL GAMES

TO OUR DEALERS

ATTENTION: Toy Buyer

Everything points to a big year ahead for game sales, so we thought you'd be interested in how Carrom Industries, Inc. makes your selling job easy.

1. Carrom action-skill Games enjoy over 70 years of name value and popularity among dealers and consumers alike.

2. The wide variety of different Carrom Games has strong appeal to all age groups - creates a big demand market for you.

3. The simplicity, quality construction and uncomplicated components of the Carrom line help save your selling time and eliminate replacement problems.

What's more, sales of some newly-introduced games and models really jumped last year - particularly NOK-HOCKEY and KIKIT. We suggest you order these for sure and get in on the extra profits.

For your convenience, we've enclosed our new catalog and net price sheet. Prices are subject to our usual terms.

Meanwhile, to assure prompt deliveries for your present and future needs, why not place your order now? Simply specify shipping date. And for the best profit potential we urge you to consider the complete Carrom Line.

Yours for a profitable year with Carrom,

Wm. J. Mueckler

Wm. J. Mueckler
Vice President

WJM:M
Enc.

TOTAL MAILING
(INCLUDING [illegible]
ROCKY MOUNTAIN)
1,372.

CARROM INDUSTRIES, INC.

MAKERS OF FINER THINGS IN WOOD FOR SIXTY-NINE YEARS

LUDINGTON, MICHIGAN

September 16, 1959

ATTENTION: TOY AND GAME BUYER

Now is the time to order and stock Carrom Games, as the best selling season for indoor recreation games is just ahead. You are going to need them to sell your customers, as there has never been a greater demand than now for real action games.

Carrom Games are well known, as they are being used in most of the indoor recreation centers throughout the country. They provide the clean fun, competitive skill and relaxation that all of us need, children and adults alike. They know no age limit nor season.

We particularly wish to call your attention to Carrom Hockey Games, now furnished in five models and price ranges. Also please note our new Lunar-Tic Game (space explorer game). Don't forget the old Carrom favorites, Carrom-Crokinole Boards, Kikit, Toss-Up, Skittles, Gusher, Bowling Games and others.

Enclosed find descriptive catalog and list price sheet which is subject to your regular trade discount. Act now and place your order promptly, and we are certain you too will find success with the popular Carrom line of Action Games.

Cordially,

CARROM INDUSTRIES, INC.

Wm. J. Mueckler

WJM:M
Enc.

CARROM INDUSTRIES, INC.
MAKERS OF FINER THINGS IN WOOD FOR OVER SEVENTY YEARS
LUDINGTON, MICHIGAN

February 22, 1961

754 Mailed to Jobbers (Includes Jobber Net Price Lists)

TO OUR JOBBERS

ATTENTION: Toy Buyer

Everything points to another big year ahead for game sales. Carrom Action-Skill Games enjoy over 72 years of name value and popularity among dealers and consumers alike. They have strong appeal to all age groups which make them fast sellers all year 'round.

Enclosed find our 1961 catalog and list price sheet. Prices are subject to jobber discount of 50-5% and terms as had. We can supply extra catalog pages for your salesmen, electros for your catalog and render further service to increase your sales.

Visit us at the American Toy Fair, Room 797, Sheraton-Atlantic Hotel, New York City, March 13-22, 1961.

Cordially yours,

CARROM INDUSTRIES

Wm. J. Mueckler
Vice President

WJM:M
Enc.



400 Mailed by Ben Cohn to Sporting Goods Dealers

CARROM INDUSTRIES, INC.

MAKERS OF FINER THINGS IN WOOD FOR SIXTY-SEVEN YEARS

LUDINGTON, MICHIGAN

June 25, 1956

ATTENTION OF TOY AND GAME BUYER

As the world's leading makers of game boards, with a line that has been progressively developed ever since 1889, Carrom offers a broad variety of toys and games of HIGH PLAY VALUE for the customer and HIGH PAY VALUE, in terms of profit, for the dealer.

There is no closed season for the sale of Carrom merchandise. Games for parlor, rumpus room, beach or lawn play enjoy a year round demand and popular with teen-agers and adults. Every customer who enters your Toy and Game Department is a "prospect" for one or more Carrom items - offering attractive units of sale for you at a satisfactory profit.

We suggest you make up a trial order for at least 100 pounds (freight advantage cost) and we are certain you too will find success with the popular Carrom line.

Please do not hesitate to contact this office for any information desired.

Very truly yours,

CARROM INDUSTRIES, INC.

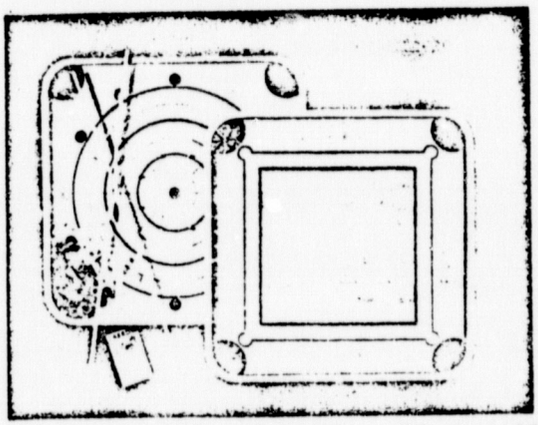
Wm. J. Mueckler

Wm. J. Mueckler
Vice President

WJM:M
Enc.

P.S. Entire Carrom line on display at New York Showroom, 135 Fifth Avenue - at 20th Street.

—CARROM ACTION SKILL GAMES—



NO. 85 CARROM BOARD — 85 GAMES

The fine quality and moderate price of this Carrom Board make it the most popular. Wood construction throughout, nicely finished. The 3-ply center panel has diagrams printed in red and green. Size 28½" square. Reversible net pockets. Green felt cushions on Carrom side. Shipping weight 9 lbs.

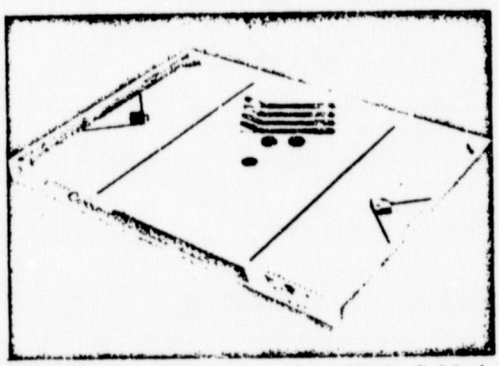


NO. 10 BALLA-ROLLA BALANCE BOARD

This is a most interesting, exciting and hilarious game of balancing. Plenty of action for children and adults. Can be used indoors and outdoors and provides fun and good exercise. Real skill can be developed and the game never loses its interest. A competitive action game that develops coordination for many other forms of sports.

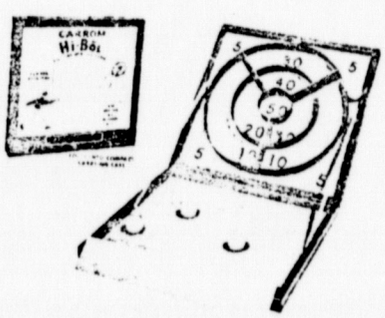
The Balla - Rolla Balance Board consists of a wooden platform provided with specially designed non-slip treads on each end of a wooden roller fitted to move freely in a hardwood frame on the bottom of the board. The player stands on the platform and tries to balance himself as long as possible by keeping both ends off the floor. Built durably for long time use.
Size: Platform 32"x9½"—Roller 5"x8". Packed singly in shipping carton—weight 10 lbs.

NO. 20 "NOK-HOCKEY"



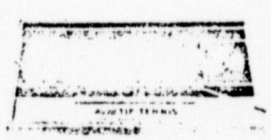
ACTION — SKILL EXCITEMENT

A realistic indoor hockey game for those who like action, skill and excitement. The playing surface measures 34x46", but the bottom of the game board is so designed that it "nests" snugly over a card table or may be set on any table of sufficient size, forming a sturdy and steady playing field. Two to four may play. Nicely finished wood frame with playing field of hardboard. The playing pieces consist of four Nok-Hockey sticks and two pucks, scoring pins and a set of rules.
Packed singly in corrugated shipping carton. Shipping weight 20 lbs.



NO. 43 CARROM HI-BOL GAME

Used both as an INDOOR game and an OUTDOOR game, Hi-Bol has a definite thrift appeal because of its "all-season" play value . . . both for children and adults. The frame is strongly made of wood, with a wooden ramp that deflects the balls into scoring rings.
The entire outfit folds compactly into a neat carrying case . . . always ready for conveniently taking along on outings or vacation trips. Furnished complete with seven balls and rule sheet. Size of game, folded in box, 21"x21"x2¾". Packed singly in corrugated shipping case, weight 9 lbs.

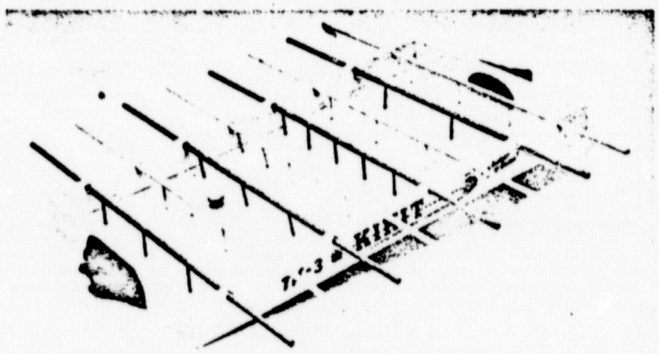


NO. 16 TIP-TENNIS

A fast, interesting and unique variation of tennis, played on an inclined playing surface, adding new and fascinating elements of skill. High play value and real entertainment for all age groups. The playing surface measures 16"x27". Well designed, sturdy construction and nicely finished. Equipment consists of game board, steel ball, 2 mallets, 2 dowel legs for raising back of board to proper "tip tennis" position, and rules sheet.
Packed singly in corrugated shipping carton. Weight: 5 lbs.

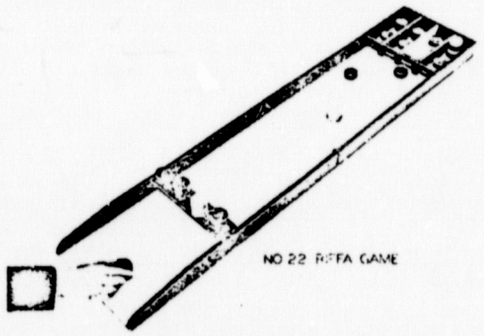
PRINTED IN U.S.A.

—KEEP 'EM PLAYING with CARROM GAMES—



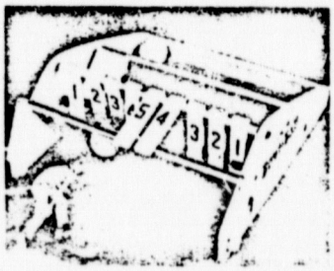
KIKIT GAMES

For anyone who likes a game with plenty of action, "Kikit" will fill the bill to perfection. It combines all of the skill, teamwork and scoring principles of hockey, soccer and basketball. The purpose of the game is to drop the ball, a table tennis ball, into the opponent's basket or goal. The ball is propelled by movable paddles that are used for "kicking," "passing" and "blocking." Real skill can be developed. Two sizes.
TK-7—Size 12x29x3"—Box natural finish, bars in natural and red. Two to six players. Packed singly in shipping carton. Shipping weight 7 lbs.
TK-3—Size 22x40x3"—Accommodates up to eight players. Shipping weight 12 lbs. (Illustrated.)
TK-3-MS—Same as above, except furnished with metal sticks. Weight 15 lbs.



NO. 22 RIFFA GAME

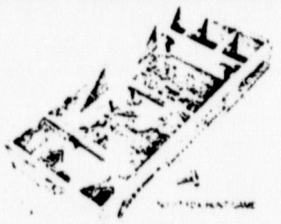
This game is a most interesting and thrilling round game—a combination of bowling, curling and billiards. It is a foldable gaming alley—size 12" wide and 60" long. The play pieces consist of 28 discs in four colors. Any number can play and compete individually or in teams. Children and grownups can develop unusual skill in shooting or shuffling the discs to gain points in the three-way scoring used. Rules are simple and easy to learn. The alley folds in center and can be easily carried.
Packed singly in shipping carton. Weight 9 lbs.



NO. 45 BOWL-BALL GAME

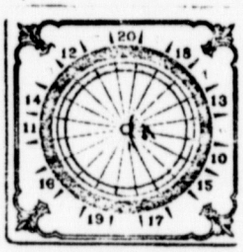
A bowling game for all ages, that combines recreation along with education. Can be used in the home, kindergarten, schools and clubs. It is sturdily constructed and requires little supervision, serves as teaching aid in addition, muscle coordination and sportsmanship. Any number can play this bowling game and a number of different games can be played such as bowling, all-age game, elimination, tournament, etc. Game furnished with two balls. Size 28" wide, 30" long, 10" high. Packed singly in shipping carton. K.D. weight 12 lbs.

NO. 27 FOX HUNT GAME



Anyone who can pull the string that spins the top can play this game. So it brings all ages into competition and thrills and fascinates old and young alike. It is a good game for a jolly crowd to play and watch. It also provides hours of amusement for two.
Substantially constructed of wood with a hardboard base. Natural fnish with designs in two colors. Size 14"x30"x4" deep. Packed one to carton. Shipping weight 9 lbs.

DART BOARDS



No. 200 Dart Board—
"Triple Ring" and "Splasho" designs.
No. 350 Dart Board—
"20 Point" and "Dart Ball" designs.
Supplied with two darts and rule sheet. Twelve to a shipping case. Shipping weight 50 lbs.

No. 400 DeLuxe Endwood Dart Board—
"Dart Ball" and "20 Point" designs.
Supplied with three darts and rule sheet. Six to a shipping case. Shipping weight 35 lbs.



NO. 46 SHUFFLE HOCKEY

A most fascinating game of action, skill and excitement. An indoor hockey game for youths and adults. It is a genial combination of ice hockey and shuffleboard. Thrilling to play and watch. Played by two persons. Sturdy construction. Size 15½"x30". Packed singly in shipping carton. Weight 6 lbs.

CARROM INDUSTRIES, INC., LUDINGTON, MICHIGAN

NEW YORK SHOWROOM: 135 5TH AVE. (COR. 20TH), 6TH FLOOR

ESTABLISHED 1889

PRINTED IN U.S.A.

CARROM INDUSTRIES, INC.

LUDINGTON MICHIGAN

LIST PRICE LIST

March 1, 1956

NO.	ITEM	SHIPPING WT. EACH	PRICE EACH
	CARROM BOARDS AND GAMES		
85	Carrom-Crokinole Game Board	9 Lbs.	$ 9.00
95	Carrom-Crokinole Game Board	10 Lbs.	11.00
105	Carrom-Crokinole Game Board	10 Lbs.	13.75
	Extra Sets Carrom Rings (29 in Set)		.60
	Equipment for Nos. 85, 95 and 105 (Less Cues)		1.75
	Floor Revolving Stand for Carrom Board		3.00
	Cues (Not less than one dozen pair)	(Pair)	.75
	Extra Set Nok-Hockey Equipment		1.60
	TK-3 Kikit Sticks - Wood.. .. (Set of 8).. ..		2.00
	TK-3-MS Kikit Sticks - Metal (Set of 8).. ..		8.00
TK-3	Kikit Game (Wood Sticks)	13 Lbs.	10.00
TK-3-MS	Kikit Game (Metal Sticks)..	15 Lbs.	14.95
TK-7	Kikit Game..	7 Lbs.	5.75
8	Tilt-Ball Game	3 Lbs.	4.00
10	Balla-Rolla (Balance Board)	10 Lbs.	7.95
13	Ro-Lo Game.. (6 to Case)	25 Lbs.	7.50
16	Tip-Tennis..	5 Lbs.	4.50
20	Nok-Hockey Game	20 Lbs.	12.95
22	Riffa Game..	9 Lbs.	12.00
23	Drive 'N' Putt Golf Game	12 Lbs.	7.50
27	Fox Hunt Game.. .. (Skittles).	9 Lbs.	6.00
35	Gusher Game (12 to Case)	25 Lbs.	3.25
38	Rainbow Racing Game.. (12 to Case)	18 Lbs.	3.00
41	Gun Bowl Game..	5 Lbs.	5.00
43	Carrom Hi-Bol Game	9 Lbs.	9.95
45	Bowl-Ball Game (K.D.)..	12 Lbs.	12.95
46	Shuffle-Hockey Game..	6 Lbs.	5.00
200	Dart Board.. (12 to Case)	50 Lbs.	4.00
350	Dart Board.. (12 to Case)	50 Lbs.	4.00
400	Dart Board..Endwood.. (6 to Case)	35 Lbs.	7.00
	CHILD DEVELOPMENT TOYS		
701	Whack-It (12 to Case)	24 Lbs.	2.50
	SHOO-FLY ROCKERS		
800	Duck Shoo-Fly.. (K.D.)(Packed Singly)	12 Lbs.	9.00
808	Puppy Shoo-Fly. (K.D.).. (6 to Case)	50 Lbs.	6.00

TERMS: 2% 10 Days - 30 Days Net. F. O. B. Ludington, Michigan

CARROM INDUSTRIES, INC., LUDINGTON, MICHIGAN

3156

MANUFACTURERS
OF
INSTITUTIONAL FURNITURE

Established 1889

CARROM INDUSTRIES, INC.

LUDINGTON, MICHIGAN

167 Mailed to Army Exchanges

June 11, 1951

Attention: Exchange Officer

Gentlemen:

We have been instructed by your Regional Office to forward to you a catalog describing Carrom High-Action Games and Toys.

Carrom Games are games of dexterity and skill, and popular as recreational and social entertainment with both the youth and adults. The toys are designed to attract and amuse juveniles. Carrom games and toys sell on sight the year 'round and also make excellent gifts especially for Christmas.

Quotations are as follows:

List price.....less 40 & 10%
Terms, 2% 10 days net 30
F.O.B. Ludington, Michigan.

Please feel at liberty to write for any additional information desired.

Very truly yours,

CARROM INDUSTRIES, INC.

Wm. J. Mueckler
Vice-President

P.S. During 1949 and 1950 we shipped a carload of Carrom Games and Toys to A&AFES overseas.

2,595 mailed to Customer List
(56 in)
(55)

CARROM INDUSTRIES, INC.

MAKERS OF FINER THINGS IN WOOD FOR SIXTY-FOUR YEARS

LUDINGTON, MICHIGAN

September 16, 1954

TO OUR CUSTOMERS:

TGC-TV PROMOTION

Starting September 18th, across the country millions of children and grown-ups too will see and hear about the No. 85 Carrom Game Board through the medium of television promotion, which will play a vital role in guiding consumer toy buying. Each week for thirteen weeks, the tops in children's TV shows will feature Prestige Toys - No. 85 Carrom Game Board. See attached schedule sheet for TV Stations, programs and time.

IN ADDITION TO THESE 520 PROGRAMS FEATURING PRESTIGE TOYS AND GAMES, THERE WILL BE 40 ACTUAL PLAYING DEMONSTRATIONS OF THE NO. 85 CARROM GAME BOARD THROUGHOUT THE UNITED STATES. SEE THESE DEMONSTRATIONS IN YOUR AREA AS LISTED ON ATTACHED SCHEDULE.

This tremendous campaign is aimed directly at promoting Educator Approved Prestige Toys. The timing is perfect, appearing during the best selling season. The TV Promotion is able to remind millions of potential consumers of the Prestige Toys that you have available this year.

The prestige and enthusiasm this TV Promotion is able to bring to these Prestige Toys will help build bigger and better sales for you. That is why we are calling it to your attention, so that you can see it working for you right now....helping to make greater sales....bigger profits for you during the coming months.

Check your stock of Carrom Boards and popular Carrom Games now. Orders placed now can be shipped promptly.

Sincerely yours,

CARROM INDUSTRIES, INC.

Wm. J. Mueckler

Wm. J. Mueckler
Vice President

WJM:M
Enc.

NO. 85 CARROM GAME BOARD PRESTIGE TOY TV PROMOTION
RUNNING 13 WEEKS - 520 PROGRAMS

STATION	PROGRAM	TGC TV STARTS	TIME	CARROM BOARD FEATURED
ATLANTA - WSB-TV	"Woody Willow" (*)	9/23/54	6:00 PM	11/4/54
BALTIMORE - WAAM-TV	"Film Funnies"	9/19/54	4:30 PM	9/26/54
BOSTON - WBZ-TV	"The Bob Emery Show"	9/18/54	12:30 PM	11/20/54
BUFFALO - WBEN-TV	"Toyland Theatre"	9/18/54	9:15 AM	9/25/54
CHARLOTTE - WBTV	"Toyland Movietime" (*)	9/18/54	10:00 AM	11/20/54
CHICAGO - WGN-TV	"Bob Atcher's Playtime"	9/18/54	10:30 AM	11/13/54
CINCINNATI - WCPO-TV	"The Al Lewis Show"	9/18/54	10:00 AM	11/20/54
CLEVELAND - WXEL-TV	"King Jack's Toybox"	9/23/54	4:30 PM	11/11/54
DALLAS - WFAA-TV	"Kiddie Carnival" (*)	9/21/54	5:00 PM	11/9/54
DAYTON - WLW-D	"Cartoon Show" (*)	9/18/54	9:30 AM	10/2/54
DENVER - KBTV	"Captain Ozie Waters"	9/17/54	4:30 PM	12/10/54
DETROIT - WXYZ-TV	"Cowboy Colt"	9/18/54	11:30 AM	10/16/54
EL PASO - KTSM-TV	"Uncle Roy's House"	9/22/54	5:00 PM	11/24/54
HOUSTON - KPRC-TV	"Western Movies" (*)	9/18/54	10:30 AM	9/18/54
HUNTINGTON - WSAZ-TV	"Cartoon Carnival"	9/18/54	11:00 AM	10/30/54
INDIANAPOLIS - WFBM-TV	"Toyland Western"	9/18/54	9:30 AM	10/23/54
JACKSONVILLE - WMBR-TV	"Toyland Playtime" (*)	9/19/54	9:15 AM	12/11/54
KANSAS CITY - KCMO-TV	"Renfrew of the Mounted" (*)	9/18/54	10:30 AM	10/16/54
LANCASTER - WGAL-TV	"Uncle Josh and His Friends"	9/18/54	9:30 AM	11/6/54
LOS ANGELES - KNXT	"Space Funnies"	9/17/54	5:30 PM	11/26/54
LOUISVILLE - WHAS-TV	"T-Bar-V"	9/21/54	4:15 PM	11/16/54
MILWAUKEE - WTMJ-TV	"Toyland Movietime" (*)	9/18/54	9:00 AM	10/9/54
MINNEAPOLIS - WTCN-TV	"Kartoon Kapers"	9/22/54	5:00 PM	11/3/54
NEW HAVEN - WNHC-TV	"The Outdoor Adventure Club" **	9/27/54	5:00 PM	9/27/54
	**(Twice a week for 2 weeks, Monday and Friday, then 9 weeks on Friday)			
NEW ORLEANS - WDSU-TV	"Toyland Western" (*)	9/22/54	5:30 PM	10/6/54
NEW YORK CITY - WCBS-TV	"Space Funnies"	9/19/54	11:30 AM	12/12/54
OKLAHOMA CITY - KWTV	"Cowboy Theater"	9/18/54	5:00 PM	10/23/54
NORFOLK - WTAR-TV	"Fun House"	9/21/54	5:00 PM	11/30/54
OMAHA - WOW-TV	"Trail Time"	9/18/54	11:00 PM	9/25/54
PHILADELPHIA - WCAU-TV	"Junior Hi Jinx Playtime"	9/18/54	9:30 AM	10/23/54
PITTSBURGH - WDTV	"Happy's Party"	9/18/54	11:00 AM	12/4/54
ROCHESTER - WHEC-TV	"Uncle Eddie's Clubhouse"	9/20/54	5:00 PM	11/15/54
ST. LOUIS - KSD-TV	"Terry and the Pirates"	9/18/54	9:30 AM	9/18/54
SALT LAKE CITY - KSL-TV	"Uncle Roscoe" (*)	9/22/54	4:30 PM	10/20/54
SAN ANTONIO - KGBS-TV	"Sagebrush Shorty" (*)	9/17/54	5:30 PM	10/8/54
SAN FRANCISCO - KPIX	"Captain Fortune"	9/18/54	9:30 AM	10/2/54
SCHENECTADY - WRGB-TV	"Toyland Western"	9/18/54	9:15 AM	11/27/54
SEATTLE - KING-TV	"Sheriff Tex" (*)	9/22/54	5:30 PM	12/10/54
TOLEDO - WSPD-TV	"Fun Farm" (*)	9/18/54	11:00 AM	12/4/54
WASHINGTON, D.C. - WTOP	"The Billy Johnson Show"	9/18/54	10:00 AM	10/9/54

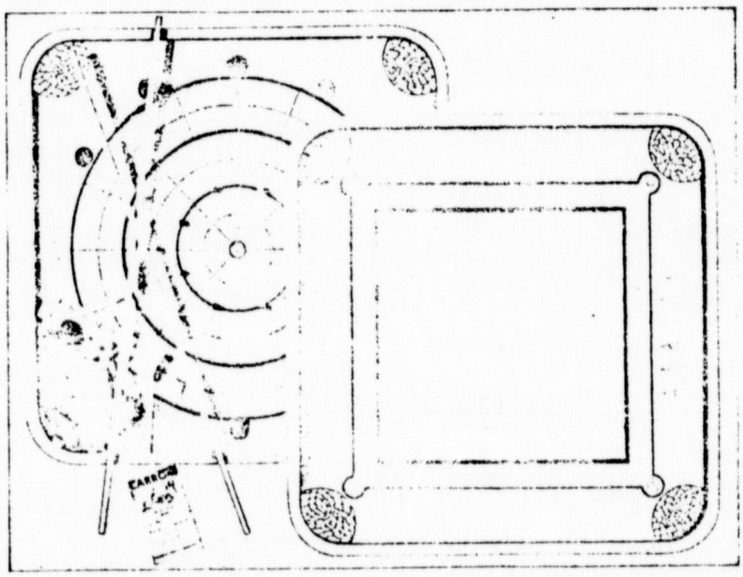
(*) Check with your local newspaper for time schedule for first two weeks.

EDUCATOR APPROVED 1954 - NO. 85 CARROM GAME BOARD

CARROM INDUSTRIES, INC., LUDINGTON, MICHIGAN

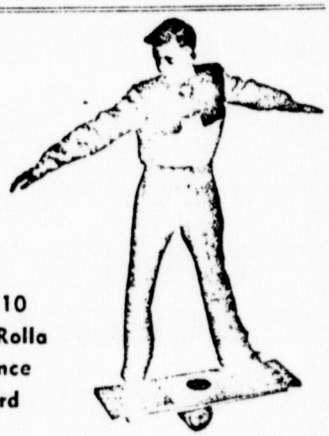
CARROM ACTION SKILL GAMES

FASCINATING FAST ACTION APLENTY IS BUILT INTO EVERY ONE OF THESE SKILL GAMES. EACH IS A RESULT OF THE INVENTIVE INGENUITY, CRAFTSMANSHIP, AND EXPERIENCE THAT ONLY LONG LEADERSHIP IN THE INDUSTRY CAN DEVELOP. GAMES THAT HAVE HIGH PLAY VALUE FOR ALL AGE GROUPS.



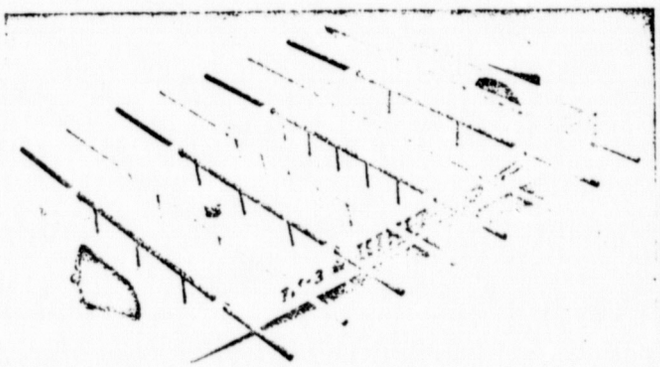
NO. 85 CARROM BOARD — 85 GAMES

The fine quality and moderate price of this Carrom Board make it the most popular. Wood construction throughout, nicely finished. The 3-ply center panel has diagrams printed in red and green. Size 28½" square. Reversible net pockets. Green felt cushions on Carrom side. Shipping weight 8 lbs.



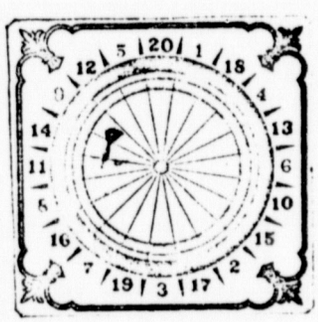
No. 10 Balla-Rolla Balance Board

This is a most interesting, exciting and hilarious game of balancing. Plenty of action for children and adults. Can be used indoors and outdoors and provides fun and good exercise. Real skill can be developed and the game never loses its interest. A competitive action game that develops coordination for many other forms of sports.
The Balla-Rol'a Balance Board consists of a wooden platform provided with specially designed non-slip treads on each end and a wooden roller fitted to move freely in a hardwood frame on the bottom of the board. The player stands on the platform and tries to balance himself as long as possible by keeping both ends off the floor. Built durably for long time use.
Size: Platform 32"x9½"—Roller 5"x8". Packed singly in shipping carton—weight 10 lbs.



KIKIT TK-3 (Illustrated)

People really go for good action games. This has been proved over and over again. For anyone who likes a game with plenty of action, "Kikit" will fill the bill to perfection. It combines all of the skill, teamwork and scoring principles of hockey, soccer and basketball. The purpose of the game is to drop the ball, a table tennis ball, into the opponent's basket or goal. The ball is propelled by movable paddles that are used for "kicking," "passing" and "blocking." Real skill can be developed. The game never loses its interest. Two sizes.
TK-7—Size 12x29x3"—Box natural finish, bars in natural and red. Two to six players. Packed singly in shipping carton. Shipping weight 7 pounds.
TK-3—Size 22x40x3"—Accommodates up to eight players. Shipping weight 13 pounds.



DART BOARDS

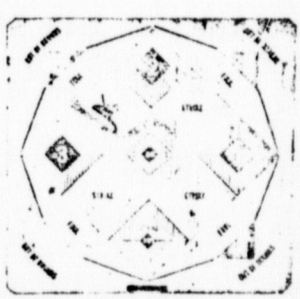
Original and conventional designs offer interesting variety.

All boards reversible . . . . . A different game on each side.

No. 200 Dart Board — "Triple Ring" and "Splasho" designs.

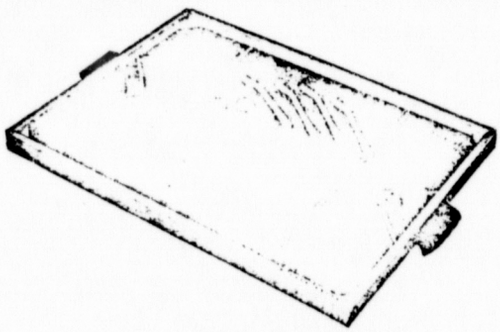
No. 350 Dart Board — "20 Point" and "Dart Ball" designs.
Supplied with two darts and rule sheet. Twelve to a shipping case. Shipping weight 50 pounds.

No. 400 DeLuxe Endwood Dart Board — "Dart Ball" and "20 Point" designs.
Supplied with three darts and rule sheet. Six to a shipping case. Shipping weight 35 pounds.



KEEP 'EM PLAYING with CARROM GAMES

CARROM GAMES BRING YEAR ROUND PLEASURE

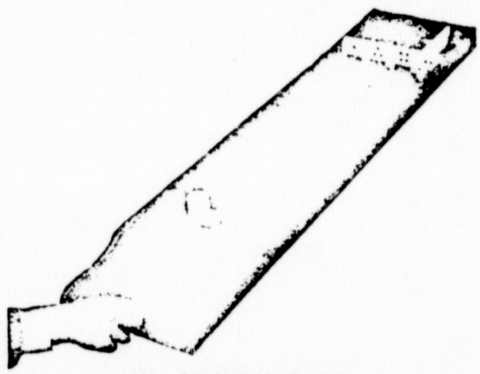


No. 20 "NOK-HOCKEY"

ACTION — SKILL — EXCITEMENT

A realistic indoor hockey game for those who like action, skill and excitement. The playing surface measures 34x46", but the bottom of the game board is so designed that it "nests" snugly over a card table or may be set on any table of sufficient size, forming a sturdy and steady playing field. Two to four may play. Nicely finished wood frame with playing field of hardboard. The playing pieces consist of four Nok-Hockey sticks and two pucks, scoring pins and a set of rules.

Packed singly in corrugated shipping carton. Shipping weight 20 pounds.



No. 22 RIFFA GAME

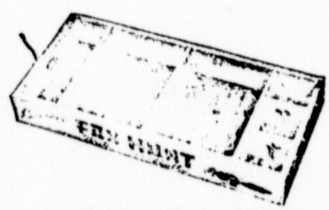
This game is a most interesting and thrilling round game —a combination of bowling, curling and billiards. It is a foldable gaming alley—size 12" wide and 60" long. The play pieces consist of 28 discs in four colors. Any number can play and compete individually or in teams. Children and grownups can develop unusual skill in shooting or shuffling the discs to gain points in the three-way scoring used. Rules are simple and easy to learn. The alley folds in center and can be easily carried.

Packed singly in shipping carton. Weight 15 lbs.



No. 45 BOWL-BALL GAME

A bowling game for all ages, that combines recreation along with education. Can be used in the home, kindergarten, schools and clubs. It is sturdily constructed and requires little supervision, serves as teaching aid in addition, muscle coordination and sportsmanship. Any number can play this bowling game and a number of different games can be played such as bowling, all-age game, elimination, tournament, etc. Game furnished with two balls. Size 28" wide, 30" long, 10" high. Packed singly in shipping carton. K.D. weight 12 lbs.



No. 27 FOX HUNT GAME

Anyone who can pull the string that spins the top can play this game. So it brings all ages into competition and thrills and fascinates old and young alike. It is a good game for a jolly crowd to play and watch. It also provides hours of amusement for two.

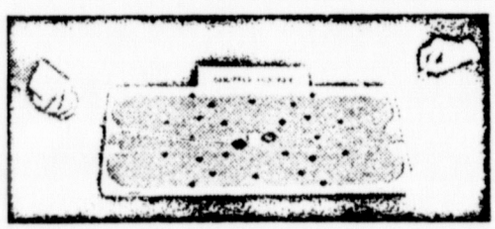
Substantially constructed of wood with a hardboard base. Natural finish with designs in two colors. Size 14"x30"x 4" deep. Packed one to carton. Shipping weight 10 lbs.



No. 41 GUN BOWL

A fascinating action bowling game for youth and adults with playing features of the regular bowling game. Game furnished complete with ten large pins, two bowling balls, regular bowling score sheets and directions for scoring. Balls are ejected from a sturdy, harmless target gun. Nicely designed alley, sturdy construction.

Size of Alley 9"x41½". Packed singly in shipping carton. Weight 5 lbs.



No. 46 SHUFFLE HOCKEY

A most fascinating game of action, skill and excitement. An indoor hockey game for youths and adults. It is a genial combination of ice hockey and shuffleboard. Thrilling to play and watch. Played by two persons. Sturdy construction. Size 15½"x30".

Packed singly in shipping carton. Weight 6 lbs.

CARROM INDUSTRIES, INC., LUDINGTON, MICHIGAN

NEW YORK SHOWROOM: 135 5TH AVE. (COR. 20TH), 6TH FLOOR

ESTABLISHED 1889

PRINTED IN U.S.A.



Established 1889

CARROM INDUSTRIES, INC.

LUDINGTON, MICHIGAN



September 9, 1941

ATTENTION: Contract Department.

Why not consider Carrom Equipment for that next job and let us figure with you?

The enclosed printed matter illustrates and describes our line of Carrom Folding Banquet Tables and other equipment for hotels, clubs and institutions.

We will extend you discount of 15% from the enclosed price list and terms of 2% 10, net 30 days, F.O.B. Ludington, Michigan.

We are one of the largest manufacturers of folding table equipment, including banquet tables and game tables. It is the most efficient equipment at the lowest prices consistent with uniform high quality.

Anticipating your inquiries and orders and assuring you of our desire to be of service, we remain

Cordially,

CARROM INDUSTRIES, INC.

Wm. J. Mueckler,
Manager of Sales
CARROM DIVISION.

WJM:M
Enc.

CARROM INDUSTRIES, INC.
MAKERS OF FINER THINGS IN WOOD FOR SIXTY-FOUR YEARS
LUDINGTON, MICHIGAN

171 mailed to Boards of Education in Cabo territory - towns of 15,000 or more.

February 7, 1953

Board of Education

ATTENTION: Teacher in Charge of Recreation

Dear Sir:

We are pleased to forward to you a circular describing the ever popular Carrom Action Games, also price list with school discount.

CARROM GAMES are being widely used by school recreation departments and we have many reports from teachers in charge that they are able to plan better and more interesting activity programs. There are hundreds of Nok-Hockey Games, No. 85 Carrom Boards (85 different games), and Kikit Games now being used by the City of New York schools.

We are certain the games will make a HIT with the youth of your schools.

We will appreciate your further inquiry or order which will have our best attention.

Very truly yours,

CARROM INDUSTRIES, INC.

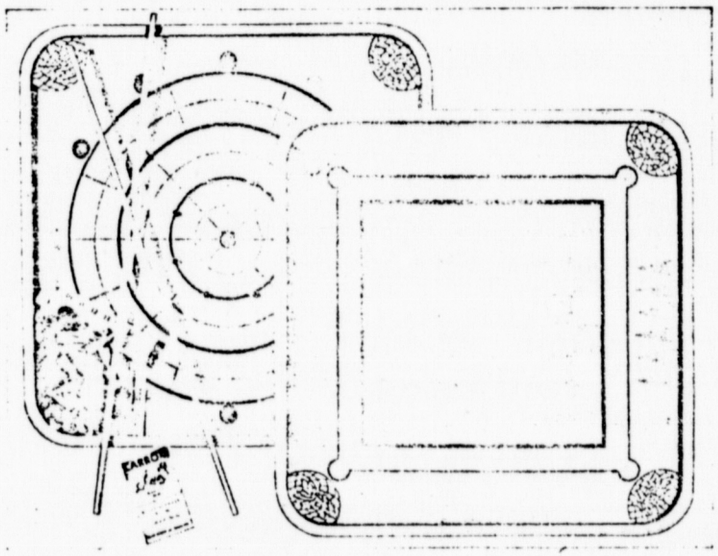
Wm. J. Mueckler

Wm. J. Mueckler
Vice President

WJM:M
Enc.

CARROM ACTION SKILL GA

FASCINATING, FAST ACTION APLENTY IS BUILT INTO EVERY ONE OF THESE SKILL GAMES. E... IS A RESULT OF THE INVENTIVE INGENUITY, CRAFTSMANSHIP, AND EXPERIENCE THAT ONLY LON... ADERSHIP IN THE INDUSTRY CAN DEVELOP. GAMES THAT HAVE HIGH PLAY VALUE FOR ALL AGE... UPS.



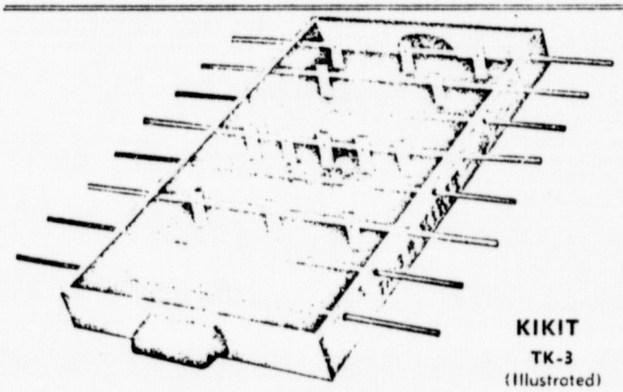
NO. 85 CARROM BOARD — 85 GAMES

The fine quality and moderate price of this Carrom Board make it the most popular. Wood construction throughout, nicely finished. The 3-ply center panel has diagrams printed in red and green. Size 28½" square. Reversible net pockets. Green felt cushions on Carrom side. Shipping weight 10 lbs.



BAGATELLE

For centuries, Bagatelle has been a ... of skill. Carrom Bagatelle is a ... both entertaining and exciting. Offe... to develop touch and skill. Size 15... finish. Hardwood plywood. Furnished ... marbles and playing stick. Shipping ...



KIKIT

TK-3
(Illustrated)

People really go for good action games. This has been proved over and over again. For anyone who likes a game with plenty of action, "Kikit" will fill the bill to perfection. It combines all of the skill, teamwork and scoring principles of hockey, soccer and basketball. The purpose of the game is to drop the ball, a table tennis ball, into the opponent's basket or goal. The ball is propelled by movable paddles that are used for "kicking," "passing" and "blocking." Real skill can be developed. The game never loses its interest. Two sizes.

TK-7—Size 12x29x3"—Box natural finish, bars in natural and red. Two o six players. Packed singly in shipping carton. Shipping weight 6 pounds.

TK-3—Size 22x40x3" — Accommodates up to eight players. Shipping weight 15 pounds.



D... BO...

Original ... tional desi... teresting ...

All boards ... . . . A d... on each ...

No. 200 Dart Board — "Triple Ring" and "Splasho" designs.

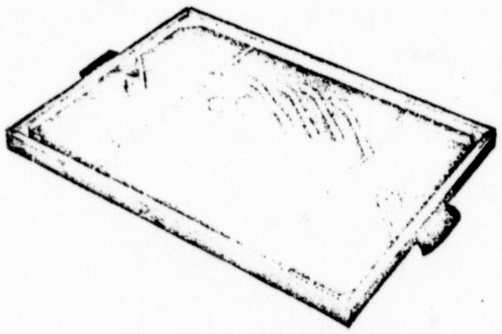
No. 350 Dart Board — "20 Point" and "Dart Ball" designs.
Supplied with two darts and rule sheet. Twelve to a shipping case. Shipping weight 50 pounds.

No. 400 DeLuxe Endwood Dart Board — "Dart Ball" and "20 Point" designs.
Supplied with three darts and rule sheet. Six to a shipping case. Shipping weight 35 pounds.



KEEP 'EM PLAYING with CARROM G...

CARROM GAMES BRING YEAR ROUND PLEASURE



No. 20 "NOK-HOCKEY"

ACTION — SKILL — EXCITEMENT

A realistic indoor hockey game for those who like action, skill and excitement. The playing surface measures 34x46", but the bottom of the game board is so designed that it "nests" snugly over a card table or may be set on any table of sufficient size, forming a sturdy and steady playing field. Two to four may play. Nicely finished hardwood frame with playing field of hardboard. The playing pieces consist of four Nok-Hockey sticks and two pucks, scoring pins and a set of rules.

Packed singly in corrugated shipping carton. Shipping weight 25 pounds.



No. 35 GUSHER GAME

The Million Dollar Oil Game

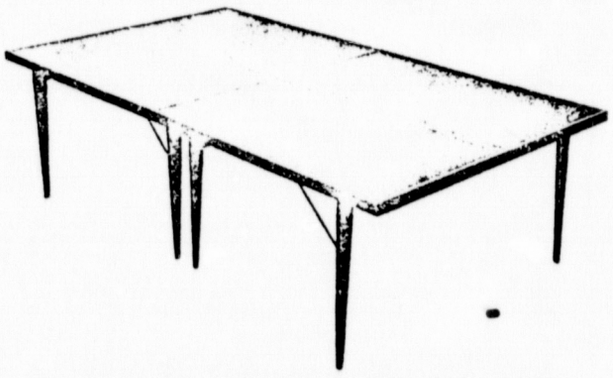
Developed from an actual oil boom, authentic in its structure and method of play, the players bid against each other and against the blind chance of making a million or going broke. Interest becomes more acute as game progresses. A real derrick is used to drill. Before each game, the board is shaken. This changes the position of the "oil fields," thus making each game new and different. Two to four may play. Game size 15x15x1½". Complete with playing equipment and rules. Attractively boxed. Packed 12 to shipping carton. Shipping weight 25 pounds.

OFFICIAL TABLE TENNIS TABLE

Carrom Table Tennis Tables are made in official tournament size, 5 ft. by 9 ft. in two sections 4½ ft. by 5 ft. Eight sturdy hardwood folding legs with special steel locking braces. Legs are set back from each end to eliminate any interference with players. Folds easily, quickly and compactly to half size. Strong, resilient plywood top. Tables finished in non-glaring green lacquer with regulation white striping.

No. 490 Size 5x9 Ft. ¾" - 5 Ply Top, 135 Lbs.

No. 496 Size 5x9 Ft. ½" - 5 Ply Top, 100 Lbs.

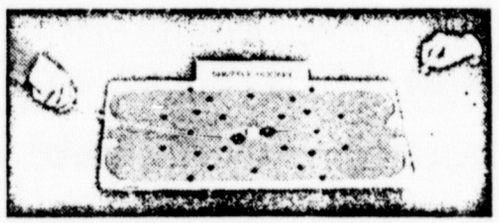




GUN BOWL

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SHUFFLE HOCKEY

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CARROM INDUSTRIES, INC., LUDINGTON, MICHIGAN

NEW YORK SHOWROOM: 19 WEST 44TH STREET, ROOM 418

ESTABLISHED 1889

CARROM INDUSTRIES, INC.

LIST PRICE LIST

LUDINGTON February 2, 1953 MICHIGAN

NO.	ITEM	SHIPPING WT. EACH	PRICE EACH
85	Carrom-Crokinole Game Board	10 Lbs.	$ 9.00
95	Carrom-Crokinole Game Board	10 Lbs.	10.50
	Extra Sets Carrom Rings (29 in Set)		.58
	Equipment for Nos. 85, 95 (Less Cues)		1.60
	Extra Set TK-7 Sticks		1.50
	Extra Set TK-3 Sticks		2.00
	Extra Set Nok-Hockey Equipment		1.60
TK-3	Kikit Game (Large Table Model)	15 Lbs.	10.00
TK-7	Kikit Game	6 Lbs.	5.00
9	Bagatelle Game	8 Lbs.	12.00
20	Nok-Hockey Game	25 Lbs.	12.95
35	Gusher Game . . . . (12 to Case) . . . . (Case)	25 Lbs.	3.00
41	Gun Bowl Game	5 Lbs.	5.50
46	Shuffle-Hockey Game	6 Lbs.	5.00
350	Dart Board . . . . . (12 to Case) . . . .(Case)	50 Lbs.	3.75

(List Prices Less School Discount 25%)

TERMS: 2% 10 Days - 30 Days Net. F. O. B. Ludington, Michigan

CARROM INDUSTRIES, INC., LUDINGTON, MICHIGAN

March 16, 1936 - 838 Mailed to Ping-Pong Dealers.

Ltr. & Bk.

The Carrom Company

CABINET MAKERS ~ FOLDING TABLES AND CHAIRS
"SER-O-PLY" AIRCRAFT PLYWOOD ~ MOUNTING LUMBER
AND LARGEST GAMEBOARD MAKERS IN THE WORLD.

PERMANENT DISPLAY
FIFTH AVENUE BLDG.
200 FIFTH AVE.
NEW YORK

Ludington, Michigan

March 16, 1936.

TO THE BUYER OF SPORTING GOODS:

OFFICIAL PING-PONG TABLES

CARROM POKER TABLES

Here are your wholesale net prices on the quick selling and big profit making items which are illustrated and described in the attached circular.

OFFICIAL PING-PONG TABLES

No. ~~471~~ 461	5 ft. x 9 ft.	¾" - 5 Ply Top	$14.25	35.00
No. ~~479~~	5 ft. x 9 ft.	¾" - 5 Ply Top	16.75	45.00
No. 449	5 ft. x 9 ft.	⅝" - 3 Ply Top	13.00	40.00

less 50%.

CARROM POKER TABLES

No. 414	48" Diameter,	7 Wide Pockets	15.65 / 33.00
No. 416	56" Diameter,	8 Wide Pockets	20.50 / 40.00
No. 410	Similar to No. 2551 but with eight detachable pockets,	Diameter 56"	16.00 / 36.00
No. 2551	48" Diameter Round Top Table		8.00 / 23.00

Prices net, each, include Federal Excise Tax, F. O. B. Ludington, Michigan. Terms 2% 10, net 30 days from date of invoice.

Display samples of these popular tables in your department. The sales and added profits will surprise you.

Very truly yours,

THE CARROM COMPANY,

Wm. J. Mueckler,
Sales Director.

WJM/HT
Enc.



March 13, 1967

Mr. Bruce Levenson
Blatt Distributing Company
14450 Industry Circle
La Mirada, California 90638

Dear Mr. Levenson:

This is an apology for what appeared to be some evasiveness on my part when we discussed price during your visit to our space at the Toy Fair. I was somewhat on the spot, since we have a special price proposal for West Coast volume buyers which I was reluctant to discuss with you because of the presence in the room of a prominent buyer from a Midwest group. You may not have been aware of this buyer's presence since you had your back to him.

I am pleased to advise you that we have West Coast representation now in the person of Robert Miller, and Bob will be in touch with you very shortly to submit our special price proposal on your Carom Game Board requirements. I trust you will hold off placement of your business on this item until you hear from him.

It was considerate of you, Miss Blatt and Mick D'Antoni to visit us at the Toy Fair and listen to our story. We would appreciate very much the opportunity to do business with Blatt Distributing. We sincerely believe it would be of mutual benefit.

Sincerely,

Mardel Game Mfg. Co.

A. Del Zoppo
Sales Manager

rd
cc: Mick D'Antoni - Robert Miller

Exhibit H

PLAINTIFF'S EXHIBIT 24-A

March 16, 1967

Ace Hardware Corp
6501 W. 65th St.
Chicago 38, Illinois

Att: Frank Mosz
Buyer

Dear Mr. Mosz:

Enclosed is the glossy photo and descriptive literature on our "100 Play" Game Board (Carom-Crokinole). We are pleased to learn that thisitem has again been tentatively selected for inclusion in your Christmas Promotions.

Thanks again for the opportunity to work with you again this year.

Sincerely,

Merdel Game Mfg. Co.

A. Del Zoppo

Sales Manager

MAR 16 1967



6501 WEST 65th STREET CHICAGO 38, ILLINOIS LUdlow 1-1600

March 14, 1967

Merdel Game Mfg. Co.
Ludington,
Michigan

Gentlemen:

Rush to the writer's attention glossy photographs, line drawings and descriptive literature on the following:

#100 Game Board

We have tentatively selected these items to be used in ACE Christmas Promotions - 1967. If for any reason any of these items will not be manufactured, or in short supply, kindly advise and we will select another item.

Your prompt attention will be greatly appreciated.

Sincerely,

ACE HARDWARE CORPORATION

Frank Mosz
Buyer

FM/pt

PLAINTIFF'S EXHIBIT 24-B

March 21, 1967

Skaggs-Stone
727 Kennedy St.
Oakland, California 94606

Att: H. Brown

Dear Mr. Brown:

This acknowledges receipt of your P.O. 09192 for a sample of our "70 "70 Play" Carom Game Board. We are rushing this sample today via RBA Express, prepaid, and shipment is on the "No Charge" basis which you requested.

We note that the price shown on the Purchase Order is $3.30 each, net. A recent analysis of our costs reveals that our margin is extremely thin on this Game Board and we are making an adjustment of approximately 2%. Our price is $3.36, which represents tremendous value for this quality item.

We enclose glossies, news mats and descriptive material on the "70 Game Board.

As we discussed during your visit to our space at the Toy Fair, it would be well to anticipate your needs for the "70 Play" Game Board so that shipment can be made in a small carload thereby effecting considerable freight savings.

We are pleased to advise that Bob Miller of 427 Laguna Road, Alameda is now representing us in the State of California and he will be happy to work with you in determining your Game Board requirements for the season.

Many thanks for the business placed with us last year and we look forward to serving you again.

Sincerely,
Merdel Game Mfg. Co.

A. Del Zoppo
Sales Manager

BEST COPY AVAILABLE



May 5, 1967

Creative Playthings
Princeton, New Jersey 08540

Att: Miss Ruth Fallgatter
Director of Merchandise

Dear Miss Fallgatter:

For the past several years we have had the privilege of supplying Creative Playthings with our "100 Play" Carom Game Board. Early this year we recommended for your consideration our [illegible] Skittles game and a Whiff Pool game, a sample of the latter having been left with Mr. Baker.

We are now planning our production for the next four months and it would be of considerable help if we knew whether or not you have selected any of the new items which we offered. We have outlined the features and price advantage of our Skittles game and the freight savings which could be effected by consolidating shipments of Game Boards and Skittles. We trust this item has caught your special attention.

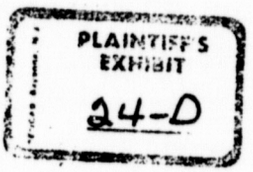
For your convenience, a note on this letter advising whether or not the items have been selected will suffice. A self-addressed envelope is enclosed.

Many thanks for your cooperation.

Sincerely,
Mordel Game Mfg. Co.

A. Del Zoppo
Sales Manager

cc: Wm Richman Assoc. Ltd
200 Fifth Ave.
N.Y. - N.Y.



MERIDEL GAME MFG. CO.
[illegible]
LUDINGTON, MICHIGAN
[illegible]

INVOICE NO. [illegible]

SOLD TO

INVOICE DATE

SHIPPED TO

OUR ORDER NO.	YOUR ORDER NO.	SALESMAN	TERMS	SHIPPED VIA	PPD. OR COLL.

QUANTITY	DESCRIPTION	PRICE	AMOUNT

PRINTED BY GRAYARC CO., INC., BROOKLYN 32, N. Y.

UNIQUE MERCHANDISE INC.
1136 SO. ALBRO PLACE
SEATTLE, WASH. 98108

5-8 1967

DEFECTIVE

Gentlemen:

The attached invoice covers items that have been returned by our dealers as being either incomplete or defective.

Please advise disposition and issue credit.

Yours truly,

Tom Falsetto

• TOYS FOR EVERYONE • GAMES & PUZZLES • MODELS & HOBBIES •

UNIQUE MERCHANDISE INC.

SHIP TO: Merdel Games Mfg Co
Ludington, Michigan

★ EXCLUSIVE

1136 S. ALBRO PL.
SEATTLE, WASH. 98108
PArkway 3-6300

Toy Jobbers

A 0296

DATE 5-8-67

TERMS: 2% 10 DAYS
NET E.O.M.

SALESMAN Tom

CSE.	QUAN.	DESCRIPTION	CHECK	PRICE	AMOUNT
	2	only Carrom Board		Defective	

4. 2.75 8
11.50
8.53

No deduction from invoice to be made for return merchandise unless credit has been issued.
Return goods will not be accepted except by special arrangement.
No return merchandise accepted freight collect without our permission.
Not responsible for damaged merchandise in shipment.

C:



May 23, 1967

Variety Supply Company
Clara City, Minnesota

Attention: Mr. Shelly Wickstrom

Dear Mr. Wickstrom:

This is in reply to your letter on the subject of handling of returned goods.

We fully appreciate the nuisance and cost factors surrounding the handling of defective toys, and your proposal has merit in those instances where the particular type toy has a relatively low cost or where a defect or damage makes the toy worthless. In our case, where we manufacture substantial wood games and where accessories or equipment is furnished, and where rejection on the consumer level is due primarily to damage in transit rather than defective workmanship, we hesitate to adopt a policy of granting full credit without an opportunity to learn something about the specific complaint and the quantity involved.

As you know, our "100 Play" Carom Game Board is packaged with play equipment that has a Jobber Net value of $1.35. A defect or damage to a Game Board rarely involves the play equipment. When we allow full credit on a defective or damaged Game Board we are needlessly losing the value of the equipment. We do allow full value at times on complaints involving one item, but we hesitate to commit ourselves to a full credit, no questions asked policy regarding returnable merchandise when there are salvageable elements and when more than one item is involved.

We can cooperate by stipulating that in cases where only one item is involved we can go along with your proposal for an automatic credit. However, where more than one item is involved we would like adherence to our policy of notifying us as to the quantity, as well as to the nature of the defect.

and damage so that we can authorize disposition.

Again, we are appreciative of the overall objective of your proposal.

Sincerely,
Merdel Game Mfg. Co.

A. Del Zoppo
Sales Manager

ADZ:rd

cc: J. Dagle
S. Stokes & Associates

VARIETY SUPPLY COMPANY
PHONE (612) 847-2121 CLARA CITY, MINNESOTA

May 12th, 1967

Merdel Game Manufacturing Company
Ludington, Michigan

Dear Sir:

Since we are doing business with approximately 500 stores, we do have incidents where our stores request to return toys that have been received in a defective condition from the manufacturer.

We realize that in many instances the added expense of issuing the request for return, the handling of this returned goods, and the replacement of the piece or credit issued, involves much more than the actual item is worth. Therefore, we would like to propose that we would be allowed to tell our accounts to destroy a defective toy, issue credit for the same and then notify you of our action. Naturally, we would do everything in our power not to abuse this privilege and we feel sure that you know of our operation and would believe this to be true.

In any event, this is a proposal which is made in the thought of saving both of our firms unnecessary expense. We sincerely hope that you can see your way clear to at least allow us to try this on a limited time basis.

Trusting to hear from you at your earliest possible convenience.

Sincerely yours,

VARIETY SUPPLY COMPANY

Shelly

Shelly Wickstrom

SW/sjb

PLAINTIFF'S EXHIBIT 24-F

July 17, 1967

Alden's Inc.
5000 W. Roosevelt Road
Chicago, Illinois

Att: Pat Aiello
Toy Buyer

Dear Pat:

Thanks very much for your initial order for Carom Game Boards and Stands, your order #196967.

We call to your attention that your order shows the model number of the Stand to be #75. Actually, we will be shipping the revised and improved Stand, our #77 a sample of which we furnished you in March.

If for any reason, your records might require extensive changing because of our shipment of #77 labeled cartons, we do have cartons bearing the #75 label and we can pack the improved Stand in that carton, if that will be of any help. We can of course ship the improved #77 Stand in its properly labeled #77 carton.

Please let us know your preference on this matter. A note on the extra copy of this letter will suffice.

Thanks for the opportunity to serve your Game Board requirements again this year.

Sincerely,
Merdel Game Mfg. Co.

Rec'd 7/21/67 #6 Claus #77

A. Del Zoppo
Sales Manager

MERDEL GAME MFG. CO.
236 E. DOWLAND ST.
LUDINGTON, MICH. 4943
PHONE (616) 845-5630

PLAINTIFF'S EXHIBIT 24-G

Ace Hardware Store #807
1501 [illegible] Ave.
[illegible], Montana

[illegible]

12.28/57

Gentlemen: We are advised by your central Chicago office that you have a defective #100 "100 Play" Carom Game Board and have asked us for disposition of same.
Due to the cost of shipping a replacement of one only by Express we should like to suggest that you return the play equipment which has a wholesale value of $1.00 and we will issue a credit in the amount of $3.00 for the board itself.
If this is agreeable, please advise us whether the credit is to be issued to you or the Central Office.

Sincerely,

ATTENTION Cust. Service

SUBJECT Defective Dunn Board #110 -

RECEIVED
NOV 24 1967

MESSAGE

Ace Stk. #567 1331 Dunn Bd. Cm Billings Mont
Item on Line 1 of the above, which is defective
Kindly advise disposition directly to the
Ashan Store. Very Truly Yours
Clay Ryan Asst. Buyer

DATE 11-22-67 SIGNED

PLEASE REPLY BY
RETURN MAIL HERE

DATE SIGNED

TO Model Glass Mfg
Ludington
Michigan

ACE HARDWARE CORPORATION
6501 WEST 65TH STREET
CHICAGO, ILLINOIS 60638

ACE HARDWARE - SPEED LETTER

MERDEL GAME MFG. CO.
236 E. DOWLAND ST.
LUDINGTON, MICH. 49431
PHONE (616) 845-5630

PLAINTIFF'S EXHIBIT 24-H

TO Atkinson Toys & Hobby
2400 - 17th St N.W.
Washington, D.C.
2009

att: Larry Young

SUBJECT

3/26/68 Dear Larry - Enclosed is the price list you requested by phone. Note the extra 5% off the Jobber Net on our #100 Carom Game Board. Trust we can do business.

Sincerely
Al Del Zoppo



February 14, 1969

Milton Miller
Federal Wholesale Toy
4356 District Blvd.
Vernon, California

Dear Milt:

Our books show an unpaid balance of $486.57 against your account. This dates back to shipments made in 1967 from which, in addition to the 10% F. A., you made a deduction of the actual freight costs.

You will recall that we discussed this matter at the Toy Fair last year and shortly thereafter I submitted to you, along with my letter of March 29, 1968, various invoices for previous years to confirm that the price arrangement with Federal was a 10% special additional discount from the Jobber Net on our Carom Game Board, OR full freight allowed.

I should appreciate very much your approval of payment of our invoice #12461, dated February 7, 1968, which was issued to cover the erroneous deduction.

Thanks for your kind assistance in this matter. See you in New York.

Sincerely,
Merdel Game Mfg. Co.

A. Del Zoppo
Sales Manager

ADZ:rd

cc: Roth & Richman
Beverly Hills, California

March 29, 1968

Milton Miller
Federal Wholesale Toy
4356 District Blvd.
Vernon, California

Dear Milt:

I finally was able to set aside a little time today to dig into the subject of our special Carom Game Board pricing for Federal Wholesale. When you mentioned the 50-10-5%, full freight allowed, during our discussion at the Toy Fair, I could not reconcile that final net price since it is too close to our cost to permit paying a salesman's commission. I, therefore, dug into our records and confirm that our best possible quotation for a carload quantity was 50 and 10% from a $10.00 list and an additional 10% OR full freight allowed.

To review the price situation on the Carom Game Board, you may recall that prior to Merdel entering the wood game business, the jobber price was $4.75 net, F.O.B., Ludington. We improved the quality of the Game Board, introduced plastic play rings, etc., and offered our Game Board at a price of $4.50 net, FOB Ludington. Because of your quantity purchase and the competitor cutting his price to meet our $4.50, we offered you a 5% discount from the Jobber Net, FOB, Ludington. I refer you to the photostat of the order written up by Kirk Hickey in May 1962, your order 6572 which shows the details of this transaction.

In April 1964, you placed two orders with us - P.O. A1678 for 1000 Game Boards for June shipment and - P.O. A 1679 for 3750 Game Boards for September shipment. Because of this quantity we went to a 10% discount off the Jobber Net of $4.50, FOB Ludington. Copies of these orders are enclosed as well as our invoice covering P.O. A1679 shipment.

The following year, because of a carry over from the 1964 ordering, you were unable to place an order till November when your stock was running low. Since you

only were able to order 1850 you requested a special pricing consideration. We agreed to ship in a truck since we had no pool car scheduled for so late in the season and you needed the merchandise in a hurry. Because of the solid truckload we agreed to pay the full freight charges. We enclose a copy of our invoice.

You will also recall tha t you carried over this truckload shipment into the next year and we agreed to help you by giving you next year dating.

Our invoicing for the 1967 shipments, Milt, are unquestionably correct. We invoiced each order at 10% off the Jobber Net even though the quantity was not carload and we did this because you gave us the business to complete pool cars. The 10% discount was just a bit better than the option of invoicing at $4.50 full freight allowed.

Since the beginning of our business relationship, Milt, we have considered Federal Wholesale our most valued account. There has been a good mutual assistance relationship between our Companies. We want very much to continue this relationship and you can be sure that our pricing of your orders will be with that objective in mind. In eight years of business we have not increased the price of our Game Board despite material and labor cost increases.

I am sure you can appreciate we are not in a position to offer a further price cut on this item.

We shipped the order B4609 given to Bill Roth and which we discussed at Toy Fair. Despite the LTL costs we are cooperating by allowing full freight. Your invoice is enclosed.

Thanks much for your business, Milt. We look forward to working with you on your requirements this year.

Sincerely,
Merdel Game Mfg. Co.

A. Del Zoppo
Sales Manager

ADZ:rd
Enc.
cc: Bill Roth, Los Angeles

MERDEL GAME MFG. CO.
236 E. DOWLAND ST.
LUDINGTON, MICH. 49431
PHONE (616) 845-5630

PLAINTIFF'S EXHIBIT 24-7

TO Gold Ball Enterprises
4300 W. Jefferson
Detroit, Michigan 48209

Att: L. Luobikis

SUBJECT Pick-Up of your order #07291

4/17/68 Gentlemen: Thank you for the above order. In reply to your question regarding whether or not you can pick up the merchandise with your own truck, we advise you that we are more than happy to cooperate with such a request.

We are in constant production on the Carom Game Board and if you will give us one day's notice you can pick up at our factory on any day you desire between 8:00 AM and 4 P.M.

Sincerely,

Edd Topo

MERDEL GAME MFG. CO.
E DOWLAND ST.
LUDINGTON, MICHIGAN 49431
(616) 845-5630

PLAINTIFF'S EXHIBIT 24-K

DATE 6/18/68

TO Ray Greenberg
Box 34
San Anselmo, Calif. 94960

fold

Dear Mr. Greenberg: In reply to your letter of June 14th, we certainly would like to consider you in obtaining the prospective [illegible] for 125 Carrom Boards. [illegible] are agreeable to the additional 5% discount on any order involving a minimum of 100 pcs of the #100 Cable Board.

Our West Coast representative is Lou and Richman, [illegible] Wilshire Blvd., Beverly Hills, Calif. - 90211 Phone 656-[illegible]

You will find both Lou and Mr. Richman more than anxious to work with you.

Sincerely,

SENT BY

Rock & Richman

Bell

Ray Greenberg is a small operator on the Recreation Equipment Bell. He does a little business with us. A prospect is interested in 125 Carrom Boards & Ray feels he can get the order with our special 5% additional discount

Bell

ANSWERED BY

Atlanta, Ga. • Hoboken, New York • Melrose Pk.

ONE 454-4167
AREA CODE 415)

RAY GREENBERG
RECREATION EQUIPMENT
~~13 BROOKSIDE DRIVE~~ Box 34
SAN ANSELMO, CALIFORNIA, 94960

RECEIVED
JUN 18 1968

June 15, 1968.

Merdel Game Mfg. Co.,
236 E. Dowland St.,
Ludington, Mich., 49431.

Att: Mr. Del Zappo

Gentlemen:

About two or three months before he passed away, Mr. Hickey offered me an additional 5% discount if I would place an order for shipment in one lot of 100 or more No. 100 One Hundred Play Games. I am writing to inquire if this offer is still good and would like to have an immediate answer, as I have a prospective customer who is ready to place an order for 125 game boards the latter part of next week. He has several quotations on the Carrom No. 106 board but it seems thus far, I am the only supplier who has shown him the Merdel No. 100. He said he liked the idea of the reinforced corner pockets and if I can come up with a price approximating the low bid on the Carrom No. 106, he will give me the order.

Of course I want this order and feel confident they will order the Merdel game board if we can come reasonably close to the low figure they already have on the other game board. When in Southern California a short time ago, I phoned Mr. Miller to get an answer to my question but he informed me he was no longer your representative and had been replaced by Mr. Phil Roth. However, he couldn't give me Mr. Roth's address or phone number. Mr. Miller never contacted me during the entire period he was representing Merdel so reached the regretful conclusion he wasn't interested in taking my business or giving me any kind of service.

Would appreciate reply by return air mail.

Cordially,

Ray Greenberg

PLAINTIFF'S EXHIBIT 24-L

MERDEL GAME MFG. CO.

MANUFACTURERS OF THE "100 PLAY GAME BOARD" AND OTHER QUALITY WOOD GAMES

LUDINGTON, MICHIGAN, U.S.A.

49431

September 6, 1968

Carson's
2127 Westwood Boulevard
West Los Angeles, California

Gentlemen:

This is to advise you that our final West Coast Pool Car for the season is scheduled to leave Ludington on October 10th. We would like to include your Carom Game Board, Skittles and other game requirements in this shipment. Please contact our West Coast representatives, Bill Roth or Al Richman at 8623 Wilshire Boulevard, Beverly Hills, phone 655-9520, for any assistance in the preparation of your order, or you can mail your order direct to us.

There is no change in our pricing, the eighth consecutive year in which we have held the price line.

Please place your order now to insure shipment of your order via Pool Car at minimum freight cost.

Sincerely,
Merdel Game Mfg. Co.

A. Del Zoppo
A. Del Zoppo
Sales Manager

ADZ:rd
Enc. (1)

Changed on records - R.

Please Note we have changed our name to Don's Toys + have moved to 2015 Westwood Blvd. + have given Al Richman our order for the season. Thank You
Don's Toys Don Frankel

SKITTLES - HOCKEY - MARBLE ROLLER COASTER - RING POOL - KICK'ER AND OTHER GAMES

AMERICAN TOYS

MERRIL GAME MFG. CO.
E DOWLAND ST.
LUDINGTON, MICHIGAN 49431
(616) 845-5530

PLAINTIFF'S EXHIBIT 24-M

DATE 10/21/66

TO Laboratory Equipment Co.
P.O. Box 2116
1147 [illegible] Ave.
San Leandro, Calif. 94577

ATTN

Dear Mike Kaplan: Our west coast representative, Keith Nielsen have referred to me your inquiry relative to new item or price changes contemplated by us. Although it is too early to finalize definite price information for next year, we can advise that we generally will do all possible to hold the price line for next year. When you do purchase our Lab Drawer Chart we can tell you we will make no price change on this item. We also are definite on a no-change on our Carom Board.
We plan to have several new items in our line for 1967 but it is too early to be definite on this matter.

Sincerely,

SIGNED BY

ANSWERED BY

IF YOU NEED COPIES OF THIS ORDER, INSERT ONE AND [illegible]

Form [illegible] Co. Business Forms
Atlanta, Ga. • Portland, Ore.

PLAINTIFF'S EXHIBIT 24-N

MERDEL GAME MFG. CO.

[illegible]

INVOICE NO. [illegible] 12783

SOLD TO

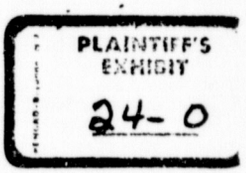
INVOICE DATE

SHIPPED TO

OUR ORDER NO.	YOUR ORDER NO.	SALESMAN	TERMS	SHIPPED VIA	PKG.	COLL.

QUANTITY	DESCRIPTION	PRICE	AMOUNT

PRINTED BY GRAYARC CO., INC., BROOKLYN, N. Y. 11232



January 10, 1960

Top Value Enterprises
Top Value Bldg.
Dayton 1, Ohio

Att: R. L. Hoover
Buyer

Dear Mr. Hoover:

We are pleased to learn that our popular Skittles and Carom Board games will continue to be presented in Top Value's Catalog.

The samples which you requested we forward have been shipped via prepaid EXPRESS, no charge.

We appreciate very much the business placed with us during the past year and we look forward to the privilege of serving your requirements in '60.

Kindest regards.

Sincerely,
Merdel Game Mfg. Co.

A. Del Zoppo
Sales Mgr.

cc: Bill Trau



[illegible] Co. Mfg. Co.
[illegible]

INVOICE NO. [illegible]

SOLD TO

INVOICE DATE

SHIPPED TO

				SHIPPED VIA		
					PRICE	AMOUNT

FARNBACHER & COMPANY, Inc.

935 SOUTH PERRY STREET -- DAYTON, OHIO, 45402

File No. 542

Date 1-22-69

☒ DEFECTIVE MERCHANDISE REPORT
☐ DEBIT MEMO

To

Merdel Game Corp

Industrial Division

RECEIVED
JAN 30 1969

☒ We are issuing debit against your account as specified below. Please issue credit.

☐ We have returned the following items of merchandise purchased from your company. Please issue credit.

☐ We have on hand the following items of merchandise purchased from your company. Please check your disposition of this merchandise below:

(a) _____ Merchandise to be returned to you for full credit including freight costs.

(b) _____ Merchandise to be donated to charity by Farnbacher & Co., Inc. and credit to be issued by you.

If we do not hear from you on or before _____, we shall assume that choice "b" is satisfactory. We shall dispose of the items and debit your account.

Quantity	Stock No.	Description	List Price Each	Total Value
1	100	Game Board	4.37	

E DOWLAND ST.
LUDINGTON, MICHIGAN 49431
(616) 845-0030

PLAINTIFF'S EXHIBIT 24-Q

DATE 3/19/69

Strutton & Terstegge
10th & Main
Louisville, Kentucky 41201

Att: Mr. Rook

Gentlemen: At the request of our representative in your area, Herve Meier of Berbill Associates, we have mailed to you two of our catalogs and a small quantity of our price lists. An additional quantity of price lists will be sent when we receive more from our printer.

We appreciate the opportunity to be of service and look forward to handling your Carpet Tile Board requirements for the season.

Sincerely,

A. Pol Zoppo

ANSWERED BY

Form PK-7 © Business Envelope Mfg. Co., Atlanta, Ga. • Pearl River, New York • Hollywood, Fla.

PLAINTIFF'S EXHIBIT 24-R

[illegible]

[illegible]
[illegible]
[illegible], Utah 84330

Attn: [illegible]

Dear [illegible]: Perhaps you would like to see [illegible] in the Top Corner as [illegible] was requested [illegible] the [illegible] for [illegible] no [illegible] was [illegible]. We [illegible] them in the [illegible].

[illegible] opportunity to [illegible] we can fill your [illegible], [illegible] and other [illegible] this year.

Sincerely,

[illegible]

[illegible]

BEST COPY AVAILABLE

MERDEL GAME MFG. CO.
E DOWLAND ST.
LUDINGTON, MICHIGAN 49431
(616) 845-5630

PLAINTIFF'S EXHIBIT
24-S

8/8/69

TO

Mrs. Roger E. Turner
33 W. Kelso Rd. Apt 362A
Columbus Ohio 43202

fold

Dear Mrs Turner:

In answer to your request for information regarding a turntable for a Scrabble game — we manufacture a 3-legged revolving stand for our Game Board @ $3.50 - post paid. Please advise if this is what you have reference to — thank you

Merdel Games

SENT BY

DELIVERED BY

Form [illegible] Atlanta, Ga. • Portland, Ore. • [illegible]

8-5-69 - Columbus, Ohio

Dear Sir -

Please tell me how much I owe you for Scrabble cards to ship to me, or where they are sold here in Columbus or nearby.

Thank You -

Send to: —

PLAINTIFF'S EXHIBIT 24-T

Mrs. Roger E. Turner
30 W. Kelso Rd. Apt. 262A
Columbus, Ohio 43202

MERDEL GAME MFG. CO.
E DOWLAND ST.
LUDINGTON, MICHIGAN 49431
(616) 845-5630

PLAINTIFF'S EXHIBIT 24-U

DATE

Oct 20, 1[illegible]

TO

r. Carter
Route 2
Box 1060
Martinsville, N.J. 08836

Dear r. Carter: y daughter, Eileen, who attends the University of Colorado and who is a friend of Paul Bradley of Denver, has advised me of the Carter's possible interest in obtaining a Ocrom Play Game Board.

'e do have distribution in the East but the closest to your area is Meier's of 15[illegible] . Front st., Plainfield, N.J. Most toy and card catalog houses also handle our Game Board.

In the event you find it inconvenient to purchase this item in your area I can arrange to ship you a Game Board from our plant at a price of $7.00 which will include the shipping costs.

Sincerely,

MERDEL GAME MFG. CO.
E DOWLAND ST.
LUDINGTON, MICHIGAN 49431
(616) 845-5630

PLAINTIFF'S EXHIBIT 24-V

DATE

11/20/80

TO

Alice Chang
Box 108
Mc Neil College Station
Bedford, Va 24141

Dear Mrs Chang: We regret we are unable to arrange for mailing of any of our games to any point outside of the country. Actually we do not handle any direct sales to consumers even in the U.S. However, to be of service, in the event you wish to arrange for re-shipment to Taiwan, we can arrange to ship you one of our Carom Play Field Board at a price of $ 3.00 which includes the shipping charges. Due to the high cost of shipping, you should be able to purchase it (and save 40% & better price through some retail stores in your area.

We appreciate your interest in our products.

Sincerely,

SENT BY

ANSWERED BY

PLAINTIFF'S EXHIBIT 24-W

MERDEL GAME MFG. CO.

EAST DOWLAND ST.
LUDINGTON, MICHIGAN 49431
Phone: 845-5630

INVOICE NO. № 16141

SOLD TO C. . Mills Paper Company
1075Godfrey Street
Grand Rapids, Michigan

INVOICE DATE

SHIPPED TO Will Pick Up

OUR ORDER NO.	YOUR ORDER NO.	SALESMAN	TERMS	SHIPPED VIA	PPD OR COLL
5/8					

QUANTITY	DESCRIPTION	PRICE	AMOUNT
50	,100 c rom Lake Lourds - (ounce)	3.50	175.00
	ORDER CANCELLED - perletter 10-22-69 - D. Zettinga		

PRINTED BY GRAYARC CO., INC., BROOKLYN, N. Y. 11232

MERDEL GAME MFG. CO.
E DOWLAND ST.
LUDINGTON, MICHIGAN 49431
(616) 845-5630

Exhibit 177
Date FEB 17 1970
Wallace H. Wes...

DATE 8/1/69

TO David Bros.
600 Mulberry Rd. S.E.
Canton, Ohio 44702

fold

Gentlemen: Knowing that one of your warehouses recently suffered a fire, we are checking with you to ask if we should make shipment of your order JD 317 for "100 Play" Carom Game Boards. The Game Boards are ready and can be shipped at once. Thank you for an early reply.

Sincerely,
A. Del Zoppo
A. Del Zoppo

SENT BY

SEND WHITE AND PINK COPIES WITH CARBON INTACT - DETACH AND RETAIN YELLOW COPY - PINK COPY IS RETURNED WITH REPLY

Please ship at once
Thank you for your consideration.
John F David

EXHIBIT 24-X

ANSWERED BY

Form BPK-7 © Business Envelope ...
Atlanta, Ga. • Pearl River, New York • Melrose Fa...

Exhibit 178
Date 10-17-75
Wallace M. Welcher, Reporter

1x2

May 9, 1969

Federated Stores
1200 East McNichol Road
Detroit, Michigan 48203

Attention: Ed Risk, Buyer

Dear Mr. Risk:

This is to advise you that at the request of our representative, Ralph Sevebeck of Floyd Sleeper and Associates, we have shipped to your attention a sample of our "100 Play" Carom Game Board on a no charge, prepaid basis.

We appreciate your interest in this popular staple game and we trust you will select it for sale in your stores for the coming Christmas season.

Sincerely,
Merdel Game Mfg. Co.

A. Del Zoppo
Sales Manager

ADZ:rd

cc: Floyd Sleeper & Associates
Cleveland, Ohio

179
Exhibit FEB 17 1972
Date
Wallace M. Webster, Reporter
PENCAD Systems
EXHIBIT
Z-42

May 7, 1969

J. L. Hudson
1206 Woodward
Detroit, Michigan 48226

Attn: Bill Milton
Buyer, Dept. 660

Dear Bill:

This is to advise you that samples of the "100 Play" Carom Game Board and #401 Skittles were shipped today via UPS, prepaid. They should reach you by Friday.

We appreciate your consideration of these popular games for your toy catalog.

Sincerely,
Mardel Game Mfg.Co.

A. Del Zoppo
Sales Manager

ADZ:rd

cc: Ralph Sevebeck
Floyd Sleeper Associates
Cleveland, Ohio

184
Exhibit
Date FEB 17 1970
Wallace M. Webster
PLAINTIFF'S EXHIBIT
24-AA

June 13, 1968

Pizitz
Birmingham, Alabama 35203

Attention: R. Watson, Toy Buyer

Dear Mr. Watson:

We acknowledge receipt of your "Invoice for Return" #15015 dated May 23, 1968. This covers the return of one only "100 Play" Carom Game Board.

We call to your attention that the charge for this return totals $17.65. Since the price of the item is only $4.36, you can appreciate that the return was unjustified. To avoid such unwarranted expense we ask all customers not to return any damaged or defective items without first advising us the quantity of goods involved and the nature of the damage or defect. We will then authorize disposition. Obviously, had such procedure been followed in this instance it would have been considerably less costly for the damaged item to have been destroyed.

We are honoring your "Invoice for Return" #15015 and ask your kind cooperation in the proper handling of damaged or defective items in the future.

Sincerely,
Merdel Game Mfg. Co.

A. Del Zoppo
Sales Manager

ADZ:rd
Enc. (2)

Pizitz

Alabama's Largest Store
BIRMINGHAM, ALABAMA 35201

RECEIVED 15015
JUN 5

REFER TO THIS NUMBER IN ALL CORRESPONDENCE, CHECKS, MEMOS.

INVOICE FOR RETURN OR ADJUSTMENT

DEPT. NO. 580
VENDOR NO.
DATE 5-
SHIP VIA
PREPAID ☐
COLLECT ☐
TERMS: 2/10 E O M

236 E Howard
Ludington, Michigan

Send To Name: Merdel Game, Mfg
Street Address: 46 McKinley Ave
City and State: Albertson, N.Y. 11507

Charge To Name: David Varon (Merdel)
Street Address: 46 McKinley Ave
City and State: Albertson, N.Y. 11507

THIS MERCHANDISE IS RETURNED FOR CREDIT. PLEASE SEND US A CREDIT MEMORANDUM OR IF NO AMOUNT IS DUE YOU, PLEASE SEND US YOUR CHECK

STYLE	CLASS	DESCRIPTION	QUAN.	UNIT COST	TOTAL COST
100		Game Bd	1	10.00	10 00
		less 50%		5.00	
				5.00	
		less 10 %		50	
				4.50	
		less 3%		14	
				4.36	
6/13/64		Handling chg		2.00	
		TOTAL		6.36	

24-AB

PER VERBAL ☐ WRITTEN ☐ AGREEMENT WITH

Discount	
Net Amount	
Incoming Trans.	1.40
Outgoing Trans.	
Total Cost	1.40

NAME	TITLE	DATE
BUYERS OK AND DATE: R Watson		6/15/64
APPROVED CONTROLLER'S OFFICE: Linda Finnegan		
CHECKERS OK AND DATE		

☐ RECEIVED TOO LATE
☐ ORDER CANCELLED
☐ NOT ORDERED
☐ NOT AS ORDERED
☐ OVER SHIPPED
☐ SAMPLES
☐ IMPERFECT
☐ DAMAGED

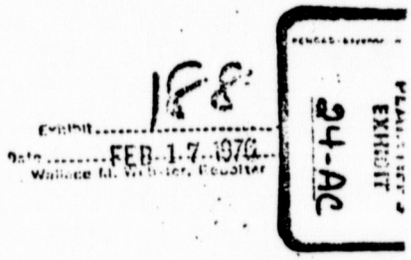
☐ CONSIGNMENT
☐ ALLOWANCE
☐ AS AGREED
☐ _____
☐ _____
☐ _____

Exhibit 167
C-18 FEB 17
Wallace M. Vickers, Official Reporter

Manufactures Copy

7©1026

BALTIMORE BUSINESS FORMS, INC., BIRMINGHAM, ALA.



May 15, 1968

Associated Sales Agency
12 South 20th Street
Birmingham, Alabama 35203

Attn: Roy S. Lightsey

Dear Mr. Lightsey:

For the eighth successive year we have held the line on the price of our "100 Play" Carom Game Board and other Merdel games. Since the establishment of our company in 1961, when Merdel introduced its quality Carom-Crokinole play game board at a new low price, there has been no change in our price structure. How has this been accomplished? By continuous increase in our volume. Year after year, more customers are placing orders with Merdel, customers who appreciate the superior finish and over-all quality of our Carom play Game Board.

Our game of Skittles is another increasingly popular item. Sales in 1967 almost tripled that of the previous year. Here is another staple that represents excellent value and a better than average profit margin.

We welcome the opportunity to fill yoursample order.

Sincerely,
Merdel Game Mfg. Co.

A. Del Zoppo
Sales Manager

ADZ:rd

Exhibit 193
Date
EXHIBIT 24-AD

February 5, 1968

Mr. R.F. Shoppard
Ben Franklin Co.
Wolf Road & Oakton St.
Des Plaines, Illinois

This is to advise you that the samples of our #100 Play Carom Game Board and Skittles games were shipped today marked for your attention via REA EXPRESS, prepaid. They should reach you in a day or two.

The time you gave me last Friday to highlight the value of these popular items is very much appreciated. Thanks very much for your consideration of our games.

Please call me whenever I can be of any further service.

Sincerely,
Merdel Game Mfg. Co.

A. Del Zoppo
Sales Manager

MERDEL GAME MFG. CO.
E DOWLAND ST.
LUDINGTON, MICHIGAN 49431
(616) 845-5630

DATE Nov.21, 1969

Sharp-Hornsey Hdwe Co.
276 Marietta St. N. .
P.O. Box 983
Atlanta, Ga. 30301

Att: Jack Sharp

fold

Dear Mr. Sharp: Enclosed is a brochure on our "100 Play" Carom Game Board and other wood action games. Enclosed is our price list, and you will note that we are extending an additional "volume" discount to you on the Carom Game Board. This is the maximum discount offered to all our major accounts.
Due to a deluge of orders the past several weeks we have a heavy backlog. We promise shipment of any order which you might place on Nov. 29th.
Thank you for the opportunity to serve you.

Sincerely,

A. M. Zoppo

Sales Mgr.

SENT BY

ANSWERED BY

Exhibit 19
Date FEB 17 1970
Wallace M. Webster, Reporter
PLAINTIFF'S EXHIBIT 24-AE

Form AP-K-7 © Business Forms Div. Atlanta, Ga. • Pearl River, New York

Sharp-Horsey Hardware Co.

HARDWARE AND INDUSTRIAL SUPPLIES — WHOLESALE ONLY

276 MARIETTA STREET, N.W. Code 404 - 524 - 3401 P. O. BOX 933 • ATLANTA, GEORGIA 30301

FEB 17 1969

24-AF

November 18, 1968

NOV 20 1968

Merdel Game Mfg. Company
Ludington, Michigan

Gentlemen:

Please send us Descriptive Folder and Quotations on #100 Game Boards.

Thank you.

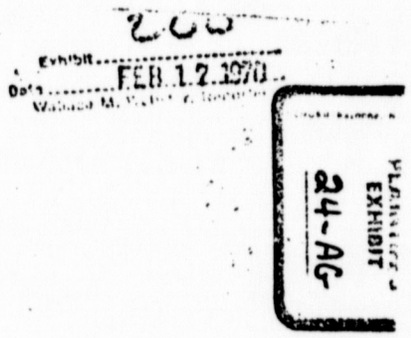
Yours truly,

SHARP-HORSEY HARDWARE CO.

Jack Sharp

Jack Sharp

JS/js



August 13, 1968

Spartan Industries, Inc.
Industrial Sales Incentives Division
1180 Ave of the Americas
New York, N.Y. 10036

Att: Charles Gaskin

Dear Mr. Gaskin:

Enclosed is our Game Brochure which you recently requested together with a copy of our price list.

Our "100 Play" Carom Game Board, Skittles and KICK'er games enjoy nation wide acceptance and distribution. We believe these are excellent items for sales incentive and premium programs since they are games directed for fun for the entire family.

Our wood action games are recognized staples with a continuous record of popularity. They are made for long usage and represent excellent value.

We appreciate your interest in our products and look forward to being of further service.

Sincerely,
Merdel Game Mfg. Co.

A. Del Zoppo
Sales Manager

INDUSTRIAL SALES INCENTIVES DIVISION
SPARTANS INDUSTRIES, INC.
1180 Avenue of The Americas, New York, N. Y. 10036 · (212) LT 1-2900

Exhibit 201
Date FEB 17 1970
Wallace M. Webster, Reporter

August 8, 1968

RECEIVED
AUG 12 1968

PLAINTIFF'S EXHIBIT 24-AH

Merdel Game Mfg. Company
236 - 240 East Dowland St.
Ludington, Michigan

Gentlemen:

We would appreciate very much you sending us your catalogue as well as your best prices. We are, as the heading implys, formulating a sales incentive as well as a premium catalogue for distribution to major manufacturers to be used as sales incentive prizes, self liquidators, dealer loaders and safety campaigns, etc. At this time do not send your representative until I have had the opportunity to look your catalogue over.

Many thanks for your consideration.

Sincerely,

Charles Gaskin

CG:dr

Charles Gaskin
Sales Manager

Expires 20?
Date FEB 17 1970
Wallace M.
24-AI

February 21, 1968

Service Merchandise Co.
305 Broadway
Nashville, Tennessee

Att: Mr. Zimmerman

Dear Mr. Zimmerman:

The increasing popularity of our Skittles game warrants, we believe, your consideration of this staple for inclusion in your cooperative catalog.

We should like also the opportunity to submit a proposal on our "100 Play" Carom Game Board. This item is widely accepted in every area of the country.

Thank you for any consideration you will give to our products.

Sincerely,
Mordel Game Mfg. Co.

A. Del Zoppo
Sales Mgr.

Jan. 1968 2.5.7.

MERDEL GAME MFG. CO.

MANUFACTURERS OF THE "100 PLAY GAME BOARD" AND OTHER QUALITY WOOD GAMES

LUDINGTON, MICHIGAN, U. S. A.

49431

PLAINTIFF'S EXHIBIT 24-AJ

January, 1968

As we review results of the past year -- the most successful year in the history of our company -- it is impossible to start plans for the new year without first saying thank you for the business you placed with us in 1967.

There are other good wishes being indirectly extended to you, which you may or may not be aware of. These are the good wishes of the many people to whom you have sold our products. Many consumer letters reach us at this time of the year. Most request accessory game parts, but many people write only to tell us how happy they are to have received one of our games for Christmas. One lady writes: "Of all the toys and games our 8 children received for Christmas, your "100 Play" Caron Game Board is giving them the most enjoyment. It is in constant use."

Another happy customer tells us about our SKITTLES game, sales of which, incidentally, almost trippled for us in 1967. He writes: "We are the proud owners of a Merdel Skittles game. We have gotten many hours of family enjoyment from it. Great entertainment!"

We are pleased to have shared with you in the sale of merchandise which represents happy value to your customers. We would like very much to continue this relationship in 1968 and in the years ahead. Thanks again for your business.

Sincerely,
Merdel Game Mfg. Co.

A Del Zoppo

A. Del Zoppo

PLAINTIFF'S EXHIBIT 337 R. H. POWELL

PLAINTIFF'S EXHIBIT 24-AK

MERDEL GAME MFG. CO.

MANUFACTURERS OF THE "100 PLAY GAME BOARD" AND OTHER QUALITY WOOD GAMES

LUDINGTON, MICHIGAN, 49431

January 7, 1970

TO: All Reps

SUBJECT: Carrom Co. vs Merdel Lawsuit

This letter is to advise you of the current status of the lawsuit which Affiliated Hospital Products, of which Carrom Co. is a division, has filed against Merdel Game Mfg. Co., and also to keep you posted on recent developments.

Last April, Affiliated (Carrom Co.) filed a suit against Merdel in the New York Court claiming trademark and copyright infringement, breach of contract, unfair competition, etc. Since that time the only action on this case has been a denial by the court of our motion for dismissal for lack of jurisdiction. We anticipate that this case will be a long drawn out affair as was the original lawsuit filed against us and which was dismissed by the Michigan Court in 1967. But there is no question that Merdel will repeat its successful defense of such charges if and when this suit ever goes to trial.

There have been some recent legal developments involving Merdel which merit your attention. Several weeks ago Affiliated Hospital Products (Carrom Co.) filed a request for an injunction against Montgomery Ward in Houston, Texas, claiming Montgomery Ward was infringing the Carrom trademark in selling through its retail outlets the Eagle Toy, Canadian manufactured, Carom Board, and in selling through its catalog the Merdel manufactured Carom Board.

We are pleased to tell you that we defended Montgomery Ward in this court action, relative to their sale of Merdel's Game Board, and the request for an injunction was denied by the court.

It appears that Carrom Co. was hopeful of intimidating customers who purchase our Game Board. But, just as important, they hoped to capitalize on their legal action by giving it wide publicity, thereby hoping to scare off prospective purchasers. The Montgomery Ward test case now puts us in a conclusive position to assure prospects as well as customers that our products can be sold in direct competition with Carrom in the marketplace.

In accordance with a Stipulation agreed upon in 1967, at the conclusion of our successful defense of Carrom's original suit filed in the Michigan Court, Merdel is free to advertise its game board as a CARROM (one R) Board after March 2, 1970. However, we have established an identity

for our "100 Play" Carom Game Board and we will continue to identify it as such for the time being.

As our Company prepares for its 10th year of successful operation, our position in the industry is stronger than it has ever been. We doubt that prospects or customers are any longer affected by the hassassing tactics of our competitor. But if the question of Merdel's legal position should ever arise, it is well to point out than on December 11, 1969, Merdel was successful in its test case defense of Montgomery Ward.

Sincerely,
Merdel Game Mfg. Co.

Del

A. Del Zoppo
Sales Manager

ADZ:rd

C O P Y



March 21, 1969

Hardware Wholesalers
Nelson Road
Fort Wayne, Indiana

Attn: Neal Tiffany

Dear Neal:

This is to let you know that we have shipped today via U.P.S., prepaid, one of our "100-Play" Carom Game Boards addressed to your Jim Stein. Shipment has been made on a no charge basis.

We appreciate the consideration being given to our products and trust we can be of service to you this year, particularly in view of our ability to ship out of Ludington and whenever you need.

Sincerely,
Merdel Game Mfg. Co.

A. Del Zoppo
Sales Manager

ADZ:rd

CC: HarBil Associates

C O P Y



April 14, 1969

Hardware Wholesalers, Inc.
P. O. Box 868
Fort Wayne, Indiana 46801

Attn: Neal Tiffany

Dear Neal:

Enclosed is a memo invoice of the samples we have shipped for your Toy Show. The Balance Board has not been shipped since materials for this new item has not reached us as yet. If samples of the Balance Board are made up in time we will rush one to you.

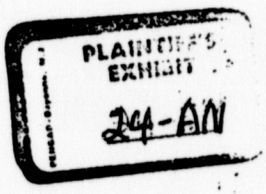
We appreciate the consideration you are giving to our "100 Play" Carom Game Board and other games.

Sincerely,
Mordel Game Mfg. Co.

A. Del Zoppo
Sales Manager

ADZ:rd
Enc. 1

C O P Y



May 5, 1969

Hardware Wholesalers, Inc.
P. O. Box 868
Nelson Road
Fort Wayne, Indiana 46801

Attn: Neal Tiffany

Dear Neal:

Thank you for your selection of our "100 Play" Carom Game Board for your 1969 Consumer Toy Catalog.

We confirm the price, terms, and discount information contained in your letter of May 1, 1969, namely:

#100 - "100 Play" Carom Game Board - List Price $10.00

Discount 50-10-5 - Your cost - $4.275

Freight terms - MFA, FOB, Ludington, Mich.

Advertising - None

Please be assured of our ability to supply your re-order requirements in November and December.

Sincerely,
Merdel Game Mfg. Co.

A. Del Zoppo
Sales Manager

ADZ:rd

cc: HarBil Associates, Cincinnati, Ohio

Bill, it would be of some help in our production planning if you could advise us approximately what quantity of Game Boards HWI purchase in a year.

Del



January 10, 1969

Top Value Enterprises
Top Value Bldg.
Dayton 1, OHIO

Att: R. L. Hoover
Buyer

Dear Mr. Hoover:

We are pleased to learn that our popular Skittles and Carom Board games will continue to be presented in Top Value's Catalog.

The samples which you requested we forward have been shipped via prepaid EXPRESS, no charge.

We appreciate very much the business placed with us during the past year and we look forward to the privilege of serving your requirements in '69.

Kindest regards.

Sincerely,
Merdel Game Mfg. Co.

A. Del Zoppo
Sales Mgr.

cc: Bill Trau

MERDEL GAME MFG. CO.
E DOWLAND ST.
LUDINGTON, MICHIGAN 49431
(616) 845-5630

MESSAGE	DATE 5/13/68	REPLY	DATE

TO

Thomas Field & Co.
P.O. Box 2073
Charleston, West Va. 25327

Att: Burt G. Ratcliffe

fold

Dear Mr. Ratcliffe: Thank you for your order for our "100 Play" Carom Game Board and Skittles games.

This is merely to advise you that we have shipped a sample of each game today via RAILWAYS prepaid and these should reach you within the next several days.

We appreciate the opportunity to be of service.

Sincerely,
A. Del Zoppo
Sales Manager

Thanks, Bill, for this new account.
Jel

PLAINTIFF'S EXHIBIT 24-AP

SENT BY

SEND WHITE AND P[illegible] COPIES WITH CARBON INTACT - DETACH AND RETAIN YELLOW COPY - PINK COPY IS RETURNED WITH REPLY

ANSWERED BY

Form #PK-7 © Business Envelope Mfrs. Inc.
Atlanta, Ga. • Pearl River, New York • Melrose Park, Ill.

COPY



December 9, 1968

Top Value Enterprises, Inc.
P. O. Box 406
Dayton, Ohio 45401

Attn: R. L. Hoover, Buyer

Dear Mr. Hoover:

Enclosed are completed specification forms and other required material on our "100 Play" Carom Game Board and Skittles game.

Despite the pressures of increased labor and lumber costs over the years we will continue to hold the price on your items.

Inasmuch as we anticipate raising the price on our Skittles game to the trade at Toy Fair time, 1969, I thought it advisable to adjust the retail price and the unit cost on your specification sheet. However, by allowing a 5% volume discount on the Skittles your net cost will be the same as it has in past years - $3.60.

We appreciate very much the business placed with us over the years, and we welcome the continued privilege of serving your requirements in 1969.

Kindest regards.

Sincerely,
Merdel Game Mfg. Co.

A. Del Zoppo
Sales Mana ger

ADZ:rd
Enc.
CC: HarBil Associates, Cincinnati, Ohio

Sill

Quoted as follows
#100 - 4.5 Less 5% Volum Disc
Less 2% AD ALLOW

#401 - 3.79 Less 5% Vol. Disc
Less 2% AD ALLOW

This will be same net prices as we have quoted in just
Del

Plaintiff's Exhibit 379
for identification
NORMAN BOXLEY, N.P.
4-30-1970

MERDEL GAME MFG. CO.

MANUFACTURERS OF THE "100 PLAY GAME BOARD" AND OTHER QUALITY WOOD GAMES

LUDINGTON, MICHIGAN, U.S.A.
49431

PLAINTIFF'S EXHIBIT 24-AR

March 14, 1967

The following news item from the March 3, 1967 issue of the Ludington DAILY NEWS may be of interest to you.

Federal Court Dismisses Suit Against Firm

The lawsuit filed by Shampaine-Carrom Industries in December, 1961, against Merdel Game Manufacturing Co. and each of its officers, William J. Mueckler, Robert L. Erickson and Albert Del Zoppo, went to trial, Feb. 28, in the US District Court, Western District of Michigan, Kalamazoo, before Judge Wallace Kent.

After two days of hearings, the charges filed in this suit were dropped completely, and the case was dismissed.

Merdel Game Manufacturing Co. and its officers were represented by the law firm of Warner, Norcross and Judd of Grand Rapids.

There have been some good people who have withheld placement of their Game Board (Carom-Crokinole) business because of this litigation. Now that the court has vindicated our position, we ask your kind consideration of our "100 Play" Game Board (Carom-Crokinole) this year. We promise you a quality product at a price that will permit you a greater margin of profit than ever before.

Sincerely,
Merdel Game Mfg. Co.

A Del Zoppo

A. Del Zoppo
Sales Manager

Exhibit 131
Date Marked FEB 17 1970

MERDEL GAME MFG. CO.

MANUFACTURERS OF THE "100 PLAY GAME BOARD" AND OTHER QUALITY WOOD GAMES

LUDINGTON, MICHIGAN, U.S.A.

49431

PLAINTIFF'S EXHIBIT 24-65

January, 1966
1967

Mr. Toy Buyer:

Might this be the year?

Every year, about this time, we let you know that Merdel Game Mfg. Co manufactures the "100 Play" Game Board which plays Carom, Crokinole and 100 different games. This is the improved Game Board with the high impact styrene corners, the high gloss roller-coat finish, the machine-beaded rims. This is the Game Board awarded patent #3,088,740 by the U.S. patent office. It is the finest Game Board of its type made.

Each year, more and more merchandisers throughout the country are making available to their customers the Merdel line of wood action games, including not only the "100 Play" Game Board but the increasingly popular games of Skittles, Kick'er and Hockey. Each year there is an increase of satisfied customers.

If you are interested in quality wood games, games at a savings in price, and if exceptionally good service is something you value, WHY NOT TRY US THIS YEAR?

Sincerely,
Merdel Game Mfg. Co.

A Del Zoppo

A. Del Zoppo

AMERICAN TOY FAIR -- ROOM 622 -- HOTEL NEW YORKER

PLAINTIFF'S EXHIBIT 24-AT

COPY

PLAINTIFF'S EXHIBIT Ex No 402

March 13, 1970

Mr. R. E. Hoover, Buyer
Top Value Enterprises
P. O. Box 406
Dayton, Ohio 45401

Dear Mr. Hoover:

In accordance with our discussion at the Toy Fair, I wish to confirm that Merdel Game Mfg. Co. and its customers have unquestioned use of the term Carom in describing our Game Board.

On March 21, 1967, in the U. S. District Court, Kalamazoo, Michigan, a suit filed by Shampaine-Carrom against Merdel charging, among other things, infringement of Carrom Company's trademark, was dismissed with prejudice. At that time a Stipulation was entered into by Shampaine Industries (Carrom Co.) and Merdel. The major point in the Stipulation allowed Merdel usage of the term Carom as it had been used by us up till March 1967. This meant we could use "100 Play" Game Board (Carom - Crokinole) and "100 Play" Carom Game Board in our advertising. The Stipulation also states that on and after March 2, 1970, Merdel can use the term Carom and Caroms with no restriction whatsoever. A copy of this Stipulation is enclosed.

The recent harrassments on the part of Affiliated Hospital Products, of which Carrom Co. is a division, were attempts to abrogate the Stipulation.

Since March 2, 1970, Merdel Game Mfg. Co. has been referring to its Game Board as the #100 Carom Board.

We are ordering new dies to produce cartons bearing this new name, and these will be available in about 6 weeks. We have a supply of old cartons which, of course, are being used.

We are happy to give you this assurance that Merdel and its customers are free to use the description Carom Board, or "100 Play" Carom Board. We also are happy to guarantee the legal defense of any of our customers against any suit which Affiliated Hospital (Carrom Co.) might file charging infringement of the Carrom trademark for usage of the above descriptive terms.

Sincerely,
Merdel Game Mfg. Co.

ADZ:rd
Enc.

A. Del Zoppo, Secretary-Treasurer

cc: HarBil Assoc.

☐ IMMEDIATE REPLY PLEASE ☐ NOTE [illegible]

☐ REPLY NO LATER THAN _____

PLAINTIFF'S EXHIBIT No. 403

3.83 / 1915

383 / 192 / 91

H.M. 6/24/6

MERDEL GAME MFG. CO.
236 E. DOWLAND ST.
LUDINGTON, MICH. 49431
PHONE (616) 845-[illegible]

PLAINTIFF'S EXHIBIT 24-AV

TO Bill Trau

File Merdel

SUBJECT E. F. MacDonald [illegible]

MESSAGE DATE 5/7/68

fold

Dear Bill: Enclosed is a notice pertaining to the preparation of the new Plaid Stamp Catalog.

Regarding our price proposal, even though the catalog will run into 1970 we are agreeable to holding the price and you quote as follows:-

#401 Skittles - List $8.50 - Jobber Net $3.83 less 5% "volume Discoun or $3.64 / Terms 2% ten EOM

#100 "100 Play" Carom Game Board - Jobber Net $4.50 less 5% volume Discount or $4.28 / Terms 2% ten EOM.

REPLY DATE BY

Regards,

Del

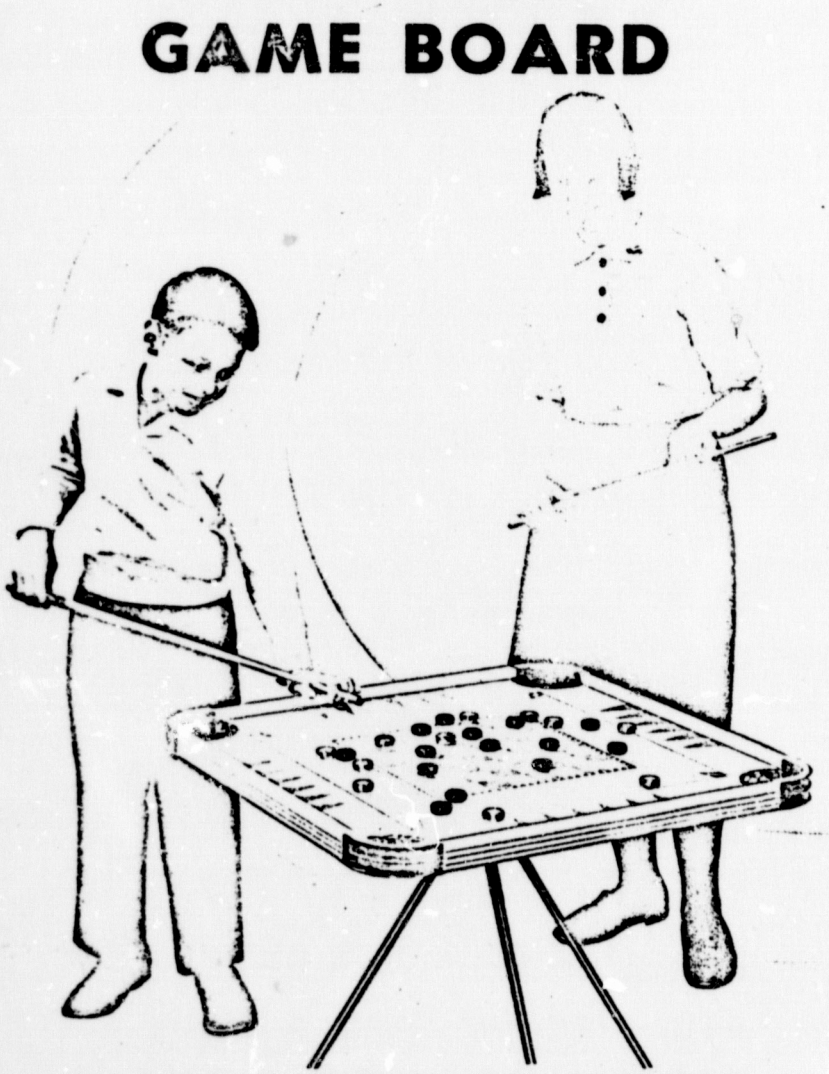
ANSWERED BY _____

Send white and pink copies with carbon intact. Pink copy is returned with reply.

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"100 PLAY" GAME BOARD

1968



PLAYS CAROM, CROKINOLE

100 DIFFERENT GAMES

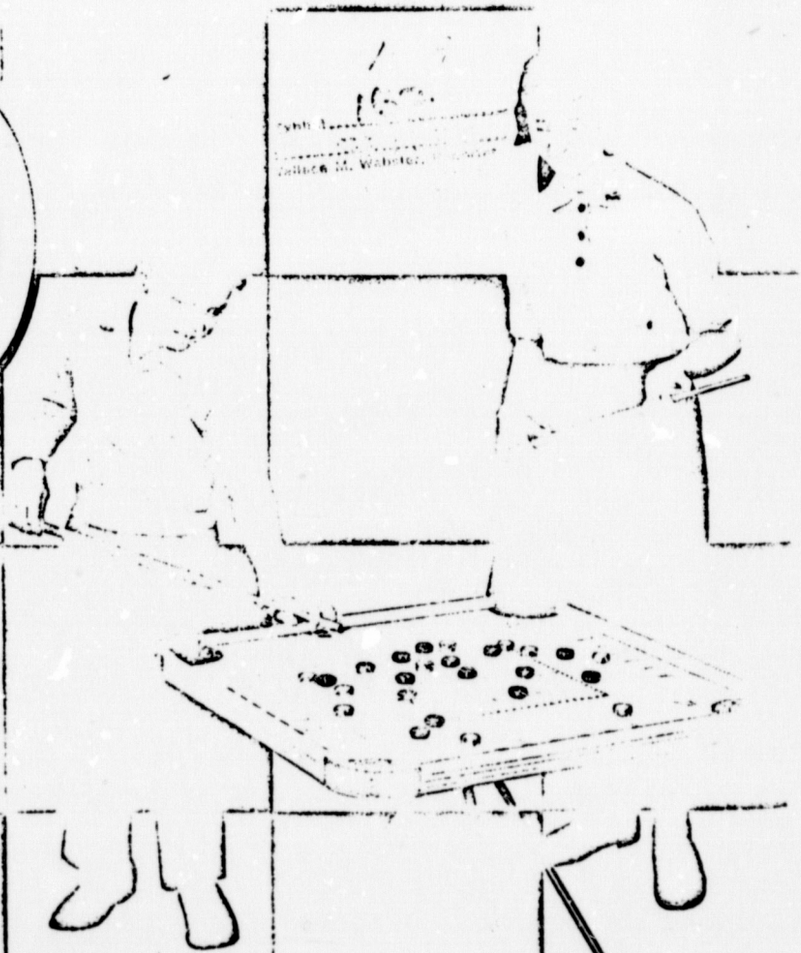
MERDEL games

THE GAME BOARD
OF
SUPERIOR QUALITY

PLAINTIFF'S
EXHIBIT
25-B

m

100 DIFFERENT GAMES

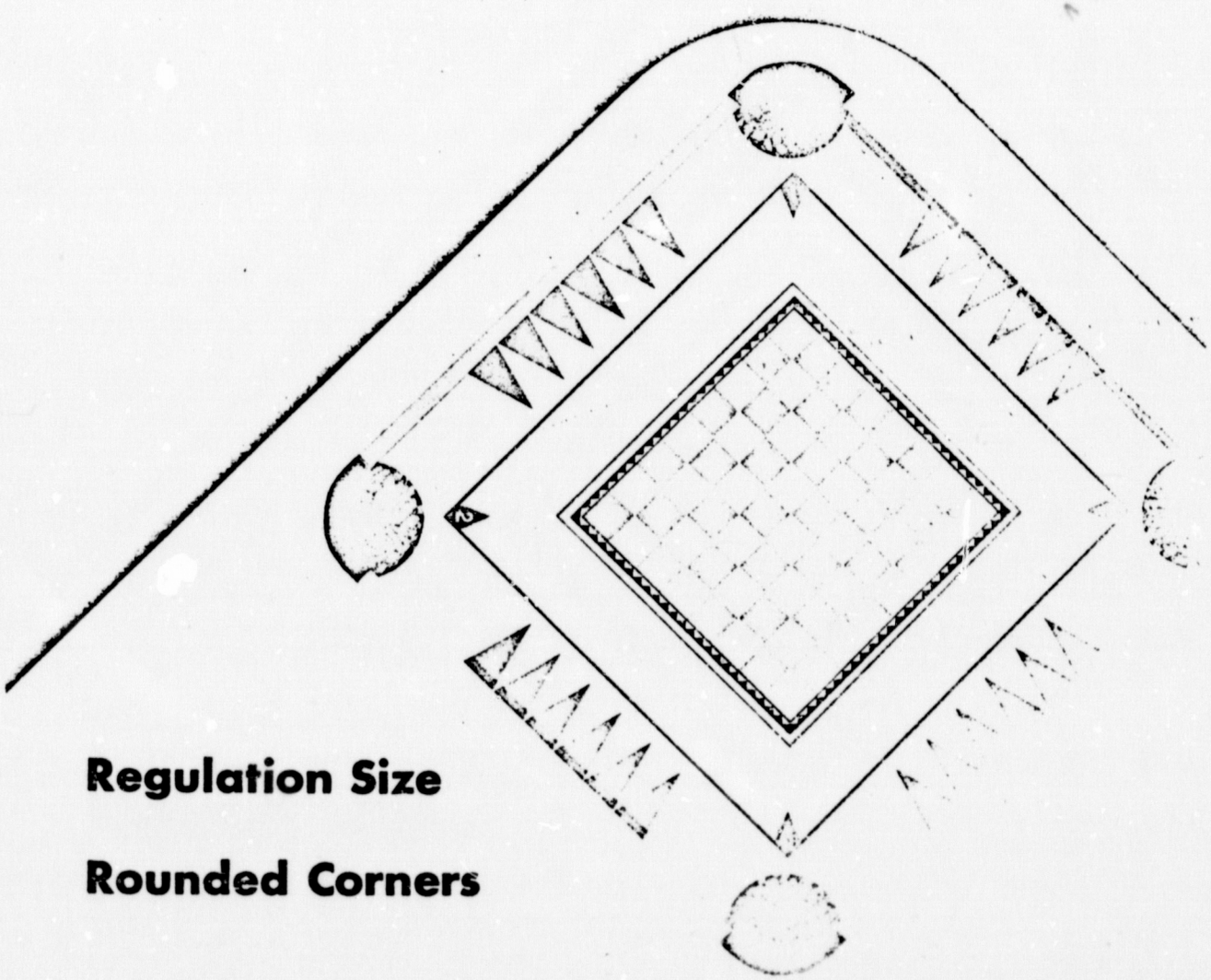


S
OM,
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THE RD OF SU ALITY

Merdel games

25-C



Regulation Size

Rounded Corners

Exhibit 24
Date FEB 17 1971
William M. Webster, Reporter

MERDEL GAME MFG. CO.

MANUFACTURERS OF THE "100 PLAY GAME BOARD" AND OTHER QUALITY WOOD GAMES

LUDINGTON, MICHIGAN, U. S. A.

49431

PLAINTIFF'S EXHIBIT 96-X

LIST PRICE SHEET

March 1, 1967

CATALOG NUMBER	DESCRIPTION	SHIPPING WT. EA.	LIST PRICE EA.
100	"100 Play" Game Board	8 lbs.	$10.00
77	Floor Revolving Stand	2 lbs.	3.50
	Extra Equipment for Game Board		
29P	Set (29) Plastic Rings	1/4 lb.	1.25
30P	Set Equipment complete except cues	1/2 lb.	2.25
31	Set (2) Cues (No less than 6 Pr.)	2 lbs.	pr. .75
50	Tote Drawer Chest (Set-up)	20 lbs.	20.00
401	Skittles	8 lbs.	8.50
450	DeLuxe Skittles	14 lbs.	17.50
800	Box Hockey	9 lbs.	8.00
	Kick'er and Hockey Games		
300	DeLuxe Kick'er Game	14 lbs.	12.00
305	Kick'er Game	7 lbs.	8.00
700	Merdel Hockey	13 lbs.	14.50
705	Merdel Hockey (Floor Model with legs)	22 lbs.	17.50
710	Merdel Hockey (Junior Size)	11 lbs.	7.50

Terms: 2% ten days, EOM

FOB Ludington, Michigan

MERDEL GAME MFG. CO.

MANUFACTURERS OF THE "100 PLAY GAME BOARD" AND OTHER QUALITY WOOD GAMES

LUDINGTON, MICHIGAN 49431, U.S.A.

PLAINTIFF'S EXHIBIT 264

LIST PRICE SHEET

March 1, 1968

CATALOG NUMBER	DESCRIPTION	SHIPPING WT. EA.	LIST PRICE EA.
100	"100 Play" Game Board	8 lbs.	$10.00
77	Floor Revolving Stand	2 lbs.	3.50
	Extra Equipment for Game Board		
29P	Set (29) Plastic Rings	1/4 lb.	1.25
30P	Set Equipment complete except cues	1/2 lb.	2.25
31	Set (2) Cues (No less than 6 Pr.)	2 lbs.	pr. .75
50	Tote Drawer Chest (Set-up)	20 lbs.	20.00
401	Skittles	8 lbs.	8.50
450	DeLuxe Skittles	13 lbs.	17.50
800	Box Hockey	9 lbs.	8.00
	Kick'er and Hockey Games		
300	DeLuxe Kick'er Game	14 lbs.	12.00
305	Kick'er Game	7 lbs.	8.00
700	Merdel Hockey	18 lbs.	14.50
705	Merdel Hockey (Floor Model with legs)	22 lbs.	17.50
710	Merdel Hockey (Junior Size)	11 lbs.	7.50

Terms: 2% ten days, EOM FOB Ludington, Michigan 49431

Date FEB 1

MERDEL GAME MFG. CO.

MANUFACTURERS OF THE "100 PLAY GAME BOARD" AND OTHER QUALITY WOOD GAMES

LUDINGTON, MICHIGAN 49431, U.S.A.

PLAINTIFF'S EXHIBIT

LIST PRICE SHEET

March 1, 1969

CATALOG NUMBER	DESCRIPTION	SHIPPING WT. EA.	LIST PRICE EA.
100	"100 Play" Game Board (Carom-Crokinole)	8 lbs.	$10.00
77	Floor Revolving Stand	2 lbs.	3.75

	Extra Equipment for Game Board		
29P	Set (29) Plastic Rings	1/4 lb.	1.50
30P	Set Equipment complete except cues	1/2 lb.	2.50
31	Set (2) Cues (No less than 6 Pr.)	2 lbs.	pr. 1.00

50	Tote Drawer Chest (Set-up)	20 lbs.	23.00
300	DeLuxe Kick'er Game	14 lbs.	12.50
305	Kick'er Game	7 lbs.	8.50
401	Skittles	8 lbs.	9.00
450	DeLuxe Skittles	13 lbs.	19.00
700	Merdel Hockey	18 lbs.	15.00
705	Merdel Hockey (Floor Model with legs)	22 lbs.	19.00
710	Merdel Hockey (Junior Size)	11 lbs.	8.00
800	Box Hockey	9 lbs.	9.00

Terms: 2% ten days, EOM FOB Ludington, Michigan 49431



MERDEL GAME MFG. CO.

MANUFACTURERS OF THE "100 PLAY GAME BOARD" AND OTHER QUALITY WOOD GAMES

LUDINGTON, MICHIGAN 49431, U.S.A.

JOBBER NET PRICES

April 1, 1969

WM. RICHMAN ASSOCIATES LTD.
200 FIFTH AVENUE
NEW YORK, N. Y. 10010
Suite 919 212-243-5066

CATALOG NUMBER	DESCRIPTION	SHIPPING WT. EA.	JOBBER NET PRICE EA.
100	"100 Play" Game Board (Carom-Crokinole)	8 lbs.	$ 4.50
77	Floor Revolving Stand	2 lbs.	1.70
	Extra Equipment For Game Boards		
29P	Set (29) Plastic Rings	1/4 lb.	.68
30P	Set Equipment complete except cues	1/2 lb.	1.12
31	Set (2) Cues (No less than 6 Pr.)	2 lbs.	.45 pr.
	Extra Equipment For Other Games		
41	Skittle Tops		3.00 dz.
42	Set Hockey Equipment (4 sticks-2 pucks)		.90 set
Bulk	Hockey Sticks - 100 pcs.		20.00 hund.
Bulk	Hockey Pucks - 100 pcs.		4.50 hund.
50	Tote Drawer Chest (Set-up)	20 lbs.	10.35
300	DeLuxe Kick'er Game	13 lbs.	5.65
305	Kick'er Game	7 lbs.	3.85
401	Skittles	8 lbs.	4.05
450	DeLuxe Skittles	13 lbs.	8.55
510	Balance Board	10 lbs.	5.40
700	Merdel Hockey	17 lbs.	6.75
705	Merdel Hockey (Floor Model with legs)	21 lbs.	8.55
710	Merdel Hockey (Junior Size)	10 lbs.	3.60
800	Box Hockey	9 lbs.	4.05
810	Skill Test Game Pack	5 lbs.	4.05
811	Ride the Rods (6 to case)	16 lbs. case	2.25



PLF. DEF. EXH 52 FOR ID
WIT. Cahn
DATE 2-12-70
BAR ASS'N. REPORTING SERVICE

Terms: 2% ten days, EOM FOB Ludington, Michigan 49431

PLAINTIFF'S EXHIBIT 335 DEFENDANT'S R. H. POWELL

PLAINTIFF'S EXHIBIT 26-D

MERDEL GAME MFG. CO.

MANUFACTURERS OF THE "100 PLAY GAME BOARD" AND OTHER QUALITY WOOD GAMES

LUDINGTON, MICHIGAN 49431, U.S.A.

LIST PRICE SHEET

February 15, 1970

CATALOG NUMBER	DESCRIPTION	SHIPPING WT. EA.	LIST PRICE EA.
100	"100 Play" Game Board (Carom-Crokinole)	8 lbs.	$10.00
77	Floor Revolving Stand	2 lbs.	3.75
	- - - - - - - - - -		
	Extra Equipment for Game Boards		
29P	Set (29) Plastic Rings	1/4 lb.	1.50
30P	Set Equipment complete except cues	1/2 lb.	2.50
31	Set (2) Cues (No less than 6 Pr.)	2 lbs.	1.00 pr.
	- - - - - - - - - -		
	Extra Equipment For Other Games		
41	Skittle Tops		7.00 dz.
42	Set Hockey Equipment (2 sticks-1 puck)		1.00 set
Bulk	Hockey Sticks - 100 pcs.		45.00 hund.
Bulk	Hockey Pucks - 100 pcs.		10.00 hund.
	- - - - - - - - - -		
50	Tote Drawer Chest (Set-up)	20 lbs.	23.00
300	DeLuxe Kick'er Game	13 lbs.	13.00
305	Kick'er Game	7 lbs.	9.00
401	Skittles	8 lbs.	9.00
450	DeLuxe Skittles	13 lbs.	19.00
510	Balance Board	10 lbs.	12.00
700	Merdel Hockey	17 lbs.	15.00
705	Merdel Hockey (Floor Model with legs)	21 lbs.	19.00
710	Merdel Hockey (Junior Size)	10 lbs.	9.00
800	Box Hockey	9 lbs.	9.00
810	Skill Test Game Pack	5 lbs.	10.00
811	Ride the Rods (6 to case)	16 lbs. case	5.00

Terms: 2% ten days, EOM FOB Ludington, Michigan 49431

PLAINTIFF'S EXHIBIT 27

MFG CORP 60 Austin Blvd I N Y
2701 W El Segundo Blvd Haw. 90252
o 13-15 W 24 St New York 10
ies Mfg Corp 505 East 171st St Y
3824 Gordon St Ft Worth Tex
Inc P O Box 3947 Rochester
aft Co Ltd Woodbine St Bergen- l
Recreational Prods Div Linen ie Mountain Ala 36201
Steel Corp 411 Wales Ave Bronx
3492 State St N E Canton Ohio
tt-Gilmar Inc) 500 Ocean Ave L I N Y 11518
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Corp 57 Hanse Ave Freeport
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1553 Broadway Lorain Ohio
g & Mfg Co 2501 Hudson Rd Paul Minn
INC 190 Bridge St Salem Mass
orp 1107 Broadway New York
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ig Co Saalfield Square Akron
GHTER CO 505 E Union St
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-15 W 24 St New York 10
Gordon St Ft Worth Tex
ational Prods Div Linen ountain Ala 36201
Corp 411 Wales Ave Bronx

Logan Electric Spec Mfg Co 1431-35 W Hubbard St Chicago 22 Ill
Smethport Specialty Co 1 Magnetic Ave Smethport Pa 16749
Tudor Metal Prods Co 176 Johnson St Brooklyn 1 N Y

GAMES, BINGO

A B C Game Co P O Box 9009 Denver Colo 80209
A & L Mfg Co 9 Florence St Brooklyn 6 N Y
Bar-Zim Toy Mfg Co 930 Newark Ave Jersey City 6 N J
BRADLEY MILTON CO Springfield Mass 01101
Davison Clark Inc P O Box 8483 Cleveland Ohio 44134
Cardinal Inds Inc 175 Powers St Brooklyn 11 N Y
Educational Ideas 10 N Clark St Chicago 2 Ill
Fairchild E E Inc P O Box 3947 Rochester N Y 14610
Gordon Novelty Co 933 Broadway New York 10 N Y
Great Games Co 3492 State St N E Canton Ohio 44721
Hassenfeld Bros Inc 1027 Newport Ave Pawtucket R I
Kalon Mfg Corp 35 Broadway Brooklyn 11 N Y
Klauber Games Inc 2509 W Cermak Rd Chicago 8 Ill
KODAMA CHEMICAL INDUSTRY CO LTD No 7 6-chome Sotokanda Chiyoda-Ku Tokyo Japan
Leister Game Co 9 N St Clair Toledo 4 Ohio
LOWE F S CO 200 5 Av New York 10 N Y
Mayer Plastics Inc 1140 Broadway NYC 10001
Moonglow Prods Corp 230 5 Av New York N Y
PACIFIC GAME CO 12830 Raymer St No Hollywood Calif 91605
PARKER BROS INC 190 Bridge St Salem Mass
Plaza Mfg Co 550 5 Ave Brooklyn N Y 11215
Pressman Toy Corp 1107 Broadway New York 10 N Y
REGAL GAMES MFG CO 3714 Irving Park Rd Chicago 18 Ill
Saalfield Publishing Co Saalfield Square Akron Ohio 44301
SELCHOW & RIGHTER CO 505 E Union St Bay Shore N Y
Smith Edward Mfg Co 1316 Old Skokie Rd Highland Park Ill 60035
TRANSOGRAM CO 200 5 Av New York 10 N Y
Warren Paper Prods Co (Built-Rite Toys Div) 3200 South St Lafayette Ind
Whitman Pub Co 1220 Mound St Racine Wisc
WINTHROP-ATKINS CO INC Middleboro Mass 02346

GAMES, BOARD

A B C Game Co P O Box 9009 Denver Colo 80209
Aco Games 1208 Market St Charlottesville Va 22901
Advanced Ideas Co 68A Broadway Arlington Mass 02174
Ajak Prod Co 127 N Dearborn St Chicago 2 Ill
Amalthea Prods Ltd P O Box 215 Cedarhurst N Y 11516

HIGHWAY AUTO BINGO



Retail $1.00

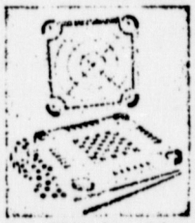
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SKITTLES
Other Games
Hockey
Kick'er
Box Hockey
Tote Toy Chest

Write for catalog and price list.

MERDEL GAME MFG. CO.
Ludington, Michigan

PLAINTIFF'S EXHIBIT 28

8-in-1 "FAMILY GAME CHEST"
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7 Hanse Ave., Freeport, N. Y. 11520.
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it Blvd., Nashville, Tenn. 37204.
78th St., Minneapolis, Minn. 55424.
N. St. Clair St., Toledo 4, Ohio.
3301 Maiden Lane, Philadelphia 43.

Mfg. Co., 1431 W. Hubbard St., Chi-

200 Fifth Ave., New York 10, N. Y.

ighton St., Charlestown, Mass. (Mag-

Bergen Tpke, Ridgefield Park, N.J.

h Ave., Long Island City, N. Y. 11101.
fth Ave., New York.
ıs Ave., Box 621, Hawthorne, Calif.
Book Div., Dept. EGA, 330 W. 42nd
0036.
D., Ludington, Mich. (Action.)
0, Coney Island Sta., Brooklyn, N. Y.

Co., 3M Center, St. Paul, Minn.
ıkshelf, and Sports.)
709, Glen Ellyn, Ill. 60137.
ck, Inc., P. O. Box 123, Mobile, Ala.
ifth Ave., New York, N.Y. 10010.

Inc., P. O. Box 38, Slatington, Pa.

Box 1996, Newport Beach, Calif.

Ltd., P. C. Box 23, Kyoto Central

h St., New York 59.
Vermont Ave. N.W., Washington,

Bryan, Ohio.
ı Ave., Encino, Calif. 91316.
ner St., No. Hollywood, Calif.

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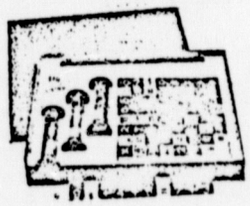
"100 PLAY" GAME BOARD CAROM-CROKINOLE
U.S. PATENT NO. 3,088,740
SKITTLES-KICK 'ER-WOOD HOCKEY
WOOD ACTION GAMES
MERDEL GAME MFG. CO.
Ludington, Michigan 49431

Games—*(Continued)*

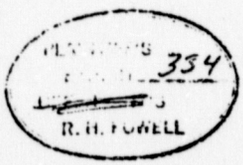
PARKER BROTHERS, INC., Salem, Mass.
Par-K-King, Inc., West Warwick, R. I. (Party.)
Peerless Playthings Co., Inc., Ridgefield Park, N. J.
Plagwitz Enterprises, 398 Bridlewood Circle, Decatur, Ga. 30030. (Board.)
The Pias-Trix Co., 650 Berriman St., Brooklyn 8, N. Y.
Play-Well Equip. Co., 2307 Troy St., So. El Monte, Calif. 91733.
Pressman Toy Corp., 1107 Broadway, New York 10, N. Y.
Primoff & Eichner Assoc., 15 Whitfield Terr., New Rochelle, N.Y. 10801.
Production & Marketing Co., Inc., Newtown, Conn. 06470.
Push Button Container Corp., 6319 Cochiti S. E., Albuquerque, N. M. 87108.
Rayex Corp., 133-30 37th Ave., Flushing 54, N. Y.
Realistic Products Co., 1965 S. 74th St., West Allis, Wis. 53219. (Party.)
Regal Games Mfg. Co., 3714 Irving Park Rd., Chicago 18, Ill.
Remco Industries, Inc., Cape May St., Harrison, N. J.
Remotrol Co., 1261 Broadway, New York, N. Y. 10001. (Magnetic.)
Rochette Mfg. Co.—Consolidated Toy Mfg. Co., P.O. Box 556, Lawrence, Mass. 01842.
Roystoys, Inc., 717 Surrey Lane, Glenview, Ill. 60025. (Marble)

(Continued on next page)

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* * * * * * * * * * * * *

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"100 Play" Carom Game Board

Skittles

Kick'er

Hockey

Balance Board

Ride The Rods

Skill Test Game Pack

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Room 919

Toy Center Building

200 Fifth Avenue

New York, New York


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[illegible]
[illegible]

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Walnut Street, Norwood, N.J. 07648 WA 9-2381
[illegible]
Herb Tarlek, Jack Sher, Dick Thompson

[illegible] TOY CORP. Room 810
58-59 Grand Ave., Maspeth, N.Y. 11378 WA 9-5891-2
[illegible]
Jerry Mercy, Herb Tarlek, Jack Storm, Mel Mahler, Paul Argiil

[illegible] MANUFACTURERS [illegible] Room 819
LTD.
200 [illegible] Ave., New York, N.Y. 10010 243-[illegible]
[illegible] PRODUCTS, INC.; Pool [illegible] [illegible]
[illegible] INDUSTRIES, INC.; Hobby and [illegible] [illegible] table, [illegible] poker [illegible], KRAMER GAMES, INC.; Tennis tables, basketball backboards, shuffleboard sets; HAMILTON EQUIPMENT CORP.; Pedal, electric and bicycle [illegible] [illegible] [illegible]; MEDCEL GAMES; Adult and junior wood [illegible]; [illegible], INC.; Roadhockey
Bill [illegible], Fran Noel

ARMAC PRODUCTS, INC Room 813
649 N. Cornell Road, Chicago, Ill. 60616 245-5065
[illegible] and adult pool tables.
Bill [illegible], Fran Hooker

[illegible] GAME MFG. CO. Room 815
250 E. Lowland St., Codington, Mich. 244-5071
[illegible] Speed Queen Game Board shuffle, electric wood bagger games, toy drawer chest and wood [illegible] games.
William [illegible]

Page 182

Members of The Toy Cen

PLAINTIFF'S EXHIBIT 31



"100 PLAY" GAME BOARD CAROM-CROKINOLE

U.S. PATENT NO. 3,088,740

SKITTLES - KICK 'ER - WOOD HOCKEY

WOOD ACTION GAMES

MERDEL GAME MFG. CO.

Ludington, Michigan 49431

GAMES—Hockey

Cadaco Inc 310 W Polk St Chicago IL 60607 312-922-2091.

Carrom Games Div Affiliated Hospital Prods Inc 1920 S Jefferson St Louis MO 63104 314-773-7414.

Coleco Industries Inc 266 Pearl St Hartford CT 06103 203-278-0280.

Computer Games Div Electronic Data Controls Corp Route 2 South Stratford Rd Winston Salem NC 27103 919-765-0570.

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Empire of Carolina Inc Empire Plastic Corp 200 5th Ave New York NY 10010 212-243-2303.

Gates Mfg Co Box 111 Hwy 309 Ozark AR 72949 501-667-2892.

General Sportcraft Co Ltd 140 Woodbine St Bergenfield NJ 07621 201-384-4242.

Gotham Pressed Steel Corp 411 Wales Ave Bronx NY 10454.

Ideal Toy Corp 200 5th Ave New York NY 10010 212-675-6100.

Levenson Julius Inc 1107 Broadway New York NY 10010 212-255-8770.

Merdel Game Mfg Co Ludington MI 49431 616-845-5630.

Mr. Hockey Box 63 Madison NJ 07940 212-675-1305.

Munro Games Ltd Burlington Ont CN 416-632-4813.

Pressman Toy Corp 200 5th Ave New York NY 10010 212-675-7910.

Tudor Metal Prods Corp 176 Johnson St Brooklyn NY 11201 212-624-0910.

Yonezawa Toys Co Ltd 16-6 Asakusabashi 3-chome Taito-ku Tokyo Japan

GAMES—Magnetic

A & L Mfg Co Inc 9 Florence St Brooklyn NY 11206 212-388-9256.

Ajak Products Co 127 N Dearborn St Chicago IL 60602 312-346-0498.

American Visual Aids 80 39th St Brooklyn NY 11232 212-499-7529.

Bar Zim Toy Mfg Co Inc 930 Newark Ave Jersey City NJ 07306 201-653-0611.

Brumberger Co Inc 1948 Troutman St Brooklyn NY 11237 212-497-1004.

Crestline Mfg Co 603-g E Alton Santa Ana CA 92705 714-546-2021.

Daystar Co 201 Old Bristol Pike Bristol PA 19007 215-788-2277.

Dean Industries Inc 930 Newark Ave Jersey City NJ 07306 201-653-0611.

Drueke William F & Sons Inc 601 3rd NW Grand Rapids MI 49504 616-456-9639.

Electric Game Co Inc The 250 Union St W Springfield MA 01089 413-781-4520.

Field Mfg Co Inc 75 E Hoffman Ave Lindenhurst NY 11757 516-893-1801.

Fishlove H & Co 712 N Franklin St Chicago IL 60610 312-944-5670.

Helpern J Co Div Kusan Inc 810 Penn Ave Pittsburgh PA 15222 412-261-2112.

Jak-Pak Inc Box 374 Milwaukee WI 53202 414-272-1461.

Larami Corp 340 N 12th St Philadelphia PA 19107 215-923-4900.

Lowe E S Co Inc 200 5th Ave New York NY 10010 212-675-1630.

Magic Wand Corp 50 Brighton St Charleston MA 02129.

Marlon Creations 29-04 37th Ave Long Island City NY 11101 212-361-2088.

Master Woodcraft Inc First Avenue at 39th St Brooklyn NY 11232 212-499-7522.

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Selchow & Righter Co 200 5th Ave New York NY 10010 212-675-4472.

Shackman B & Co 2 W 35th St New York NY 10001 212-279-4720.

Smethport Specialty Co 1 Magnetic Ave Smethport PA 16749 814-887-5500.

165 Exhibit FEB 1 9 1970 165
Date
Witness

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Bradley Milton Co Springfield Mass 01101
Broman/Percepta Corp PO Box 1421 Akron Ohio 44309
Burleson John E Mfg Co 226 N Park Dr Arlington Va 22203
Cadaco Inc 310 W Polk St Chicago Ill 60607
Camtek Mfg Co Inc 2767 Front St Cuyahoga Falls Ohio 44221
Cardinal Inds Inc 175 Powers St Brookln NY 11211
Carrom Games Div Affiliated Hospital Products Inc 1920 S Jefferson St Louis Mo
CO-5 Co PO Box 633 Benton Harbor Mich 49022
Colsco Industries 266 Pearl St Hartford Conn 06070
Corpening Game Co 27 N Main St Granite Falls NC 28630
Cossman & Levine Inc 1238 N Highland Ave Los Angeles Calif 90038
CreaTek Inc PO Box 25297 Los Angeles Calif 90025
Creative Designs Inc Palmer & Industrial PO Box 984 Henderson Tex 75652
Daystar Co 201 Old Bristol Pike Bristol Pa 19007
Diversified Creations Inc 1044 W 9 St Upland Calif 91786
Diversified Products Inc Box 568 Dyersburg Tenn 38024
Ed-U-Cards Mfg Corp 60 Austin Blvd Commack NY 11725
Ed-U-Fun Inc 5609 Calumet Ave Hammond Ind 46320
Eldon Industries Inc 2701 W El Segundo Blvd Hawthorne Calif 90250
Etcetera Co 4355 Olive St St Louis Mo 63108
Fairchild E E Inc PO Box 3947 Rochester NY
Franconia Products Inc 1107 Broadway NYC 11010
Gamemasters Inc PO Box 567 Port Chester NY 10573
Gay Prods Co PO Box 19497 Houston Texas 77024
Hammatt & Sons 1548 Orangewood PO Box 2004 Anaheim Calif
Hasbro Industries Inc 1027 Newport Ave Pawtucket RI 02862
Hawkins and Hawkins Inc PO Box 355 Englishtown NJ 07726
Irwin Corp 200 Fifth Ave NYC 10010
Jendry Mfg Co 207 Second Ave PO Box 629 San Mateo Calif 94401
Lowe E S Co 200 5 Ave NYC 10010
Magic Wand Corp 50 Brighton St Charlestown Mass 02129
McGraw-Hill Book Co Junior Book Div 330 W 42 St NYC
Merdel Game Mfg Co 218 E Dowland Ludington Mich 49431
Miner Industries Inc 200 5 Ave NYC 10021
Minnesota Mining & Mfg Co 2501 Hudson Rd Bldg 220-8W St Paul Minn

HIGHWAY AUTO BINGO
PINGAD-Bingo-Novelty
PLAINTIFF'S EXHIBIT 32

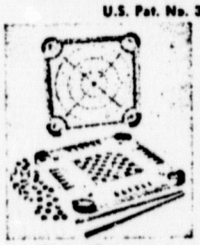


Retail
HOTTEST ITEM FOR SUMMER

#908 COUNTER DISPLAY
Complete with: 4 Auto Bingo Packs, 3 Find-A-Car Packs, 3 Traffic Safety Packs, 2 License Number Packs or as specified

Regal Games MANUFACTURING CO.
3714 W. Irving Park Road • Chicago, Ill. 60618

MERDEL
"100-PLAY"
GAME BOARD
Carom-Crokinole
U.S. Pat. No. 3,088,740



OTHER GAMES:
SKITTLES
Hockey
Kick'er
Box Hockey
Tote Toy Chest

Write for catalog and price list.
MERDEL GAME MFG. CO.
Ludington, Michigan

PLAINTIFF'S EXHIBIT 33 y

9TH FLOOR

FLEETWOOD TOY CORP. Room 915
43 W. 23rd St., New York, N.Y. 10010 929-3881-2
Rack Merchandise 29¢ to 98¢, Dolls, inflatable toys, Plush and Leatherette, Toys, Tea Sets, Friction Toys.
Jesse Block, Jack Starr, Herb Torchin, Mel Mahler.

PRODUCT MINIATURE OF SOUTH DAKOTA Room 915
P.O. Box 43, Pewaukee, Wisc. WA 9-3881-2
Scale Model Toy cars with friction motors. Magnetic cars and magnetic action tow and sports car sets. Smokey the Bear Bank, Sports Cars – gift pack. Racing sets – gift pack. Police and Fire Chief – gift pack. Rescue Squad and Yellow Cab – Gift pack.
Torchin Starr Sales Inc., Herb Torchin, Jack Starr, Mel Mahler, Paul Atelli. Ted Mathews, Sales Mgr.

WILLIAM RICHMAN ASSOCIATES, LTD. Room 919
200 Fifth Ave., New York, N.Y. 10010 243-5066
ARMAC PRODUCTS, INC.: Pool tables, toy pool tables.
HAMILTON EQUIPMENT CORP.: Pedal, electric and bicycle exercisers, bicycle accessories. MERDEL GAMES: Adult and junior wooden games. SCOPE INSTRUMENT: Microscope Kits, Telescopes, Binoculars.
Bill Richman, Fran Hacker.

MERDEL GAME MFG. CO. Room 919
218 E. Dowland St., Ludington, Mich. 243-5066
"100 Play" Carom Game Board, skittles, Kick'er, wood hockey games, tots drawer chest and wood action games.
William Richman, Al Del-Zoppo, Sales Mgr.

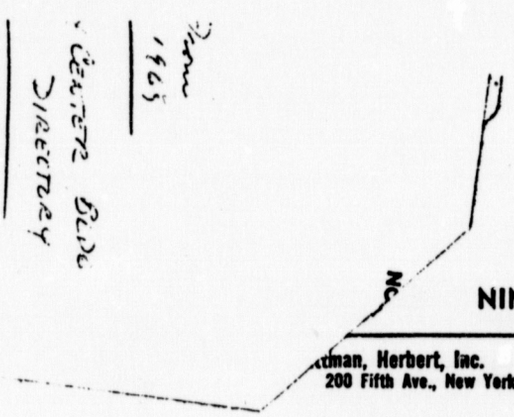
SCOPE INSTRUMENT CORP. Room 919
25-20 Brooklyn-Queens Expressway, W. (212) 243-5066
Woodside, N.Y. 11377
Microscopes, Microscope Kits, Telescopes, Binoculars & Optical Goods.
William Richman, Fran Hacker.

Page 194

Mirro Aluminum Company Room 940
1512 Washington St., Manitowoc, Wisc. 54220 OR 5-3336

George Isselmann
Henry Clay
Jim Place
John Wiesner
Henry Reed
John Eidmann
Sam Gura
Jim Milicsky
K. Wiley Thorpe
Paul Wills

Mirro Like Mother's Aluminum Juvenile Dinnerware, Cookware & Bakeware Sets, Sno-Coasters, Sno-Skis, Snow Shovel & Pusher & Plastic Toys



NINTH FLOOR

Litman, Herbert, Inc. — **Room 907**
200 Fifth Ave., New York, N. Y. 10010 — 255-7436

Binoculars, Microscopes, Telescopes, Camping Equipment

Herbert Litman
Mel Johnston
Jim Sporato

Maidment Sales Corp. — **Room 909**
200 Fifth Ave., New York, N. Y. 10010 — 242-1152

Games, Toys, Sporting Goods, Christmas Decorations, Boxed Games, Activity Sets, Puzzles, Musical Toys & Instruments, Modeling Clay, Pool Tables & Accessories, Easter Grass, Playsuits

Ivor C. Maidment
Bert W. Maidment

Masterpiece, Inc. — **Room 905**
Blakely, Penn. 18447 — 989-5590

Mfg. of Artificial Christmas Trees, Decorations, Wreaths, Garlands, Lights, Outdoor Instant Shrubbery, Artificial Trees for Landscaping

Percy Dieffenbach
Louis Gould
Robert James

Master Toys—Div. of Master Industries, Inc. — **Rooms 953-955**
516 Lafayette Rd., St. Paul, Minn. 55101 — 243-3671

Stuffed Toys, Ridems, Musicals, Infant Toys, Circus Animals, Pajama Bags, Terry Cloth Tubbables

Jim Dunleavy
Gus Peverelly

Merdel Game Mfg. Co. — **Room 919**
218 E. Dowland St., Ludington, Mich. 49431 — 243-5066

"100 Play" Carom Game Board, Skittles, Wood Hockey, Kick'er & other Wood Action Games

William Richman
Al Del Zoppo

Mirro Aluminum Company — **Room 940**
1512 Washington St., Manitowoc, Wisc. 54220 — OR 5-3336

Mirro Like Mother's Aluminum Juvenile Dinnerware, Cookware & Bakeware Sets, Sno-Coasters, Sno-Skis, Snow Shovel & Pusher & Plastic Toys

George Isselmann
Henry Clay
Jim Place
John Wiesner
Henry Read
John Eldmann
Sam Gure
Jim Millosky
K. Wiley Thorpe
Paul Wills

PLAINTIFF'S EXHIBIT 34

SEE! BEN CAHN

FOR

- CAROM CROKINOLE GAME BOARDS
- HOCKEY GAMES — 3 MODELS
- SKITTLES & KICKER GAMES
- OTHER ACTION SKILL GAMES

SHOW ROOM #919 — TOY BUILDING — 200 - 5th AVE.
212 — 243-5066

PLAINTIFF'S EXHIBIT 35

In 1968

More People Bought More Merdel Game Boards (Carom-Crokinole) . . .
and More Merdel Skittles Than Ever Before.

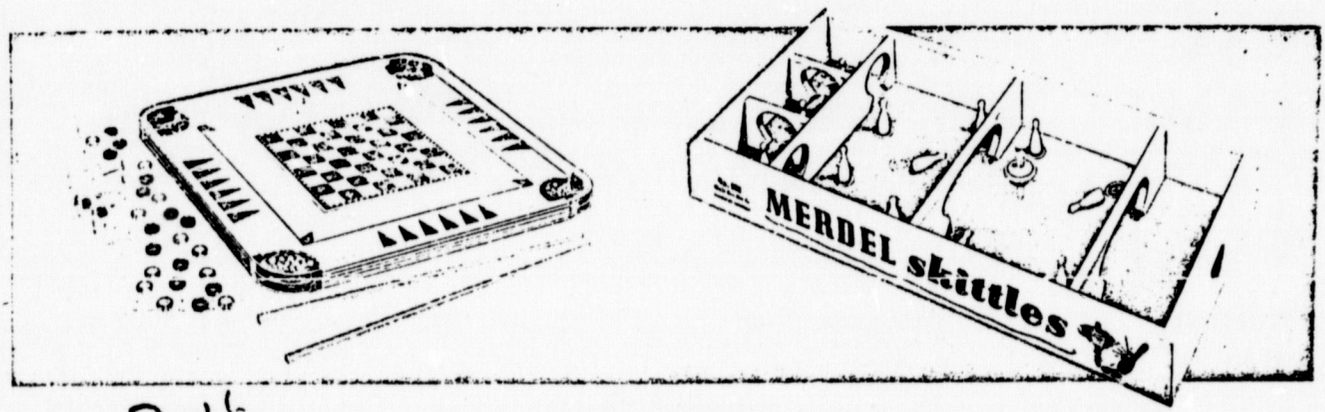


EXHIBIT D-16
DATE 4-24-69
Wallace M. Webster, Reporter

In 1969

We invite you to be a member of our growing family of satisfied customers.

AT THE AMERICAN TOY FAIR
February 24 - March 7

Our line of staples as well as new wood action games will be on exhibit in

Room 919

200 Fifth Avenue — — New York, N.Y.

PLAINTIFF'S EXHIBIT 36

PLF. DEF. EX # 56 WIT Cahn DATE 2-12-70 OUR ASSTL. REPORTING SERVICE

MERDEL GAME MFG. CO.

MANUFACTURERS OF THE "100 PLAY GAME BOARD" AND OTHER QUALITY WOOD GAMES

LUDINGTON, MICHIGAN, 49431

RECEIVED

JUN 3 1969

WM. RICHMAN ASSOCIATES LTD.

WM RICHMAN ASSOCIATES LTD
200 Fifth Avenue
Room 919
New York, N. Y. 10010

May 20, 1969

Dear Game Buyer:

Recent press releases report that, due to increased leisure time, there will be more interest in Youth and Adult games, which will make 1969 another big year for merchandisers of these items.

With many years of experience producing games, Merdel is proud to present:

The ever-popular "100 Play" Carom Game Board
The well known all wood Hockey Game - - 3 models
Skittles and Kick'er Games - - regular and deluxe.

Other Action Games are described in detail in the enclosed brochure.

All Merdel Games are on display in New York in Room 919, 200 Fifth Avenue.

Merdel's new plant facilities with modern equipment assures its customers of quality construction as well as prompt shipments. However, due to continued shortage of select lumber, we suggest placement of your order at your earliest possible convenience. We do offer dating: 2% October 10th.

We anticipate the pleasure of serving you.

Sincerely,
Richman Associates Ltd.
Merdel Game Division

Ben Cahn
Sales Representative

Ben
The above usage is OK - We identify our Game as "100 Play" and we identify it with ONE "R" not CAROM which is the computer's trademark

AMERICAN TOYS

SKITTLES - HOCKEY - KICK'ER - AND OTHER GAMES

PLAINTIFF'S EXHIBIT 37

237

MERDEL GAME MFG. CO.

MANUFACTURERS OF THE "100 PLAY GAME BOARD" AND OTHER QUALITY WOOD GAMES

LUDINGTON, MICHIGAN, 49431

RECEIVED JUN 5 1969

WM RICHMAN ASSOCIATES LTD
200 Fifth Avenue
Room 919
New York, N. Y. 10010

May 20, 1969

Dear Game Buyer:

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We anticipate the pleasure of serving you.

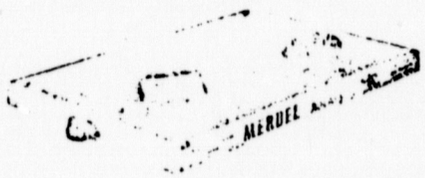
Sincerely,
Richman Associates Ltd.
Merdel Game Division

B Cahn

Ben Cahn
Sales Representative

More savings
on all Merdel Games

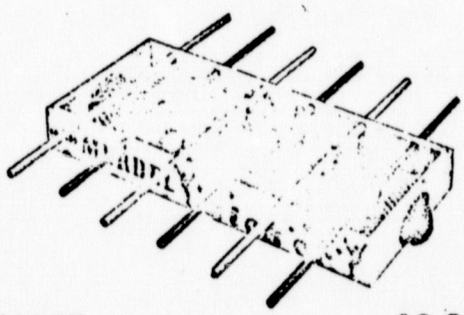
Carom Hockey



"700" - 47"x 35" - $6.40
"710" - Jr. Model - $3.85
F.O.B. Ludington, Mich.

* * * * * * * * * * * * *

Kick'er Games



"305" - - - - - - $3.85
"300" Deluxe - - $5.56
F.O.B. Ludington, Mich.

Place your order now
for delivery when desired

Do We Say

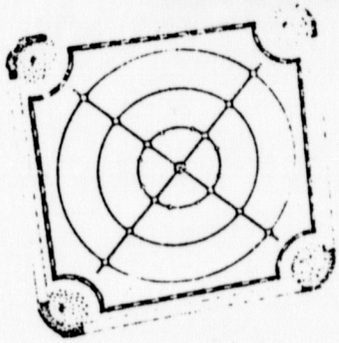
PLAINTIFF'S EXHIBIT 38

CAROM BOARD??

Yes, CAROM BOARD

By Merdel

EXH. 581 DATE 4-29-
WITNESS
MARIAN H. SUTTON



Merdel's

"100" CAROM BOARD

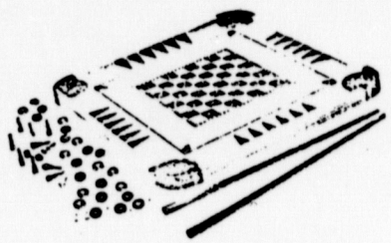
Available at

NO CHANGE IN PRICE

MORE PROFITS FOR YOU

COMPARE PRICE - COMPARE QUALITY

"100" Carom Board



The Patented Carom Board

Patent No. 3,088,740

With round green molded corners

JOBBER COST . . . $4.275

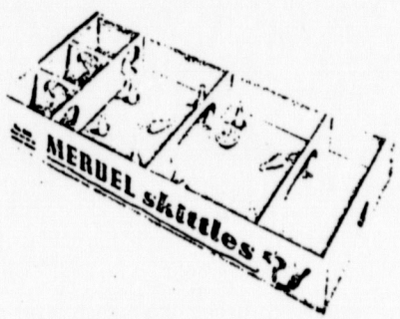
F.O.B. Ludington, Mich.

* * * * * * * * * * * * *

Terms - 2% Ten E. O. M.

Dating Available to Rated Firms

"401" Skittles



Completely Assembled

Not K. D.

JOBBER COST . . . $3.85

F.O.B. Ludington, Mich.

* * * * * * * * * * * *

BIGGER SAVINGS ON
"450" DELUXE SKITTLES

JOBBER COST . . . $8.13

MERDEL GAME MFG. CO. - Ludington, Michigan 49431

PLAINTIFF'S EXHIBIT 41

MERDEL GAME MFG. CO.

MANUFACTURERS OF THE "100 PLAY GAME BOARD" AND OTHER QUALITY WOOD GAMES

LUDINGTON, MICHIGAN, U.S.A.
49431

Pltf's. Ex. 374
4-27-70
ajf

May 23, 1968

TO: All Salesmen

FROM: A. Del Zoppo

Attached is a copy of a letter received from a consumer.

Because it can do more selling than anything you can personally say on the subject of whether or not our "100 Play" Carom Game Board is as acceptable as the so-called original Carrom Board, I suggest you keep it in your brief case when making calls. Use it, of course, when the occasion warrants.

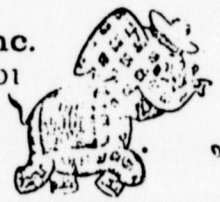
Sincerely,

Del

Del

Top Value Enterprises, Inc.
P. O. BOX 406, DAYTON, OHIO 45401

MERCHANDISE SPECIFICATION FORM and CONTRACT



Leave This Space Blank

This contract covers T. V. Catalog Year July 1st, 1968, tnru June 30th, 1969

Policy Statements: Do not submit this form for an item that will not be available through our catalog year.

Item Description	"100 Play" Caron Game Board	Manufacturer Number	100

Suggested Catalog Copy
(Be sure to include sizes, colors, materials, finishes, coverings, patterns and any accessories included in the price below.)

Plays 100 games --Caron, Crokinole, Spin-Top, Ten Pins and others. Year aroung entertainment for young and old. Glossy finish plywood panel gred. Styrene plastic corners. Comp te to with cues and play equipment. Reversible bo rd - 28½" sq.

SUPPLIER
Name: Merdel Game Mfg Co.
Address: E. Dowland St.
City: Ludington State: Mich Zip Code: 49431
Contact: Al Del Zoppo Phone: 616 845-5630

REPRESENTATIVE
Name: William Trva
Address: 3250 Basswood Land
City: Cincinnati State: Ohio Zip Code: 45239
Contact: SAME Phone: 513 542-3816

PRICE DATA

Quoted Price Guaranteed for Duration of Catalog: [X] Yes
Exception: none
Anticipation Allowed: [ ] Yes [X] No
If "Yes" Anticipation Per Annum

Unit Cost	4.50	Suggested Retail Price	9.95	Payment Terms (30 Days Preferred)	2% -30	Freight Allowance	no
Unit Cost if Drop-Shipped	-						

Will You Drop Ship Individual Units To Our Customers? [ ] Yes $_____ [X] No Handling Chn
If "Yes" VIA: [ ] Parcel Post [ ] REA Express [ ] Freight
Shipments must be forwarded "PREPAID" and freight charged back.

Advertising Allowance Rate	2%	How Paid	[X] Deduction [ ] Check [ ] Credit Memo	When Paid	[X] From Invoice [ ] Monthly [ ] Quarterly	Volume Allowance	5%

DELIVERY

Number of business days it takes to process an order from day received to day shipped: Days 3
SHIPMENTS WILL MOVE [ ] PREPAID to Destination [X] COLLECT to Destination
Shipping Point: Ludington, Mich
F.O.B. Point: Ludington, Mich

RETURNS

Defective merchandise will be returned for full credit - plus freight charges to above supplier address - unless specified otherwise below.
EXCEPTION: none

Dun & Bradstreet Rating: B 1½

Do You Carry Product Liability Insurance Protecting the VENDEE? [X] Yes [ ] No
Hartford Ins 300,000
Insuring Carrier Amount of Cov.

No Item Will Be Considered Unless This Form Is Completely Filled Out and Signed By Company Officer.

Date Dec. 15,1967 Title of Officer President Signature

Wm J. Muckler
Type or Print Officer's Name

For Each Item Quoted Please Forward To Top Value Merchandise Department:

(1) This Form in Original and One Copy - Retain One Copy for Your File
(2) Six (6) Glossy B & W Photos
(3) Four (4) Catalog Sheets
(4) Any Additional Information

PLAINTIFF'S EXHIBIT 52

1-67 TV 263-

FRONT SIDE Be sure to complete reverse side

MERCHANDISE SPECIFICATION FORM and CONTRACT CONT'D

Description	"100 Play" Caron Game Board	Manufacturer Number	#100

PACKAGING SPECIFICATIONS

UNIT	Type of Pack	Length (Inches)	Width (Inches)	Height (Inches)	United Inches	Cubic Feet	Weight Lbs. & Ozs.
[X]	Individual Remail Carton	28 3/4	28 3/4	2	59½	one	8 6
[ ]	Individual Carton Not Suitable for Reshipment						
[ ]	If not packed Individually, Unit Unpacked.						

Unit Can Be Shipped [ ] Parcel Post [ ] REA Express [X] Freight

Are Units Shipped [X] Set Up [ ] Semi-KD [ ] Knocked Down

If Shipped Semi-KD or KD, Attach 2 Copies of Assembly Instructions.

MASTER		Length (Inches)	Width (Inches)	Height (Inches)	United Inches	Cubic Feet	Weight Lbs. & Ozs.
	Number of units per carton [one]						
	Quantity per Master Pack [-]	Same as individual carton above					

If more than one unit is packed in one carton, are the containers of sufficient structure to permit reshipping or mailing without repackaging. [ ] Yes [ ] No

MARK	
	Units - Must be marked with assigned TV No.
	Master Carton - Marked with assigned TV No.
	- Quantity of Top Value Redemption Units
	- Top Value Purchase Order No.

will mark as directed

1. FREIGHT DESCRIPTION

a. Specify freight description shown on bill of lading Carton Game Wood Noibn

ATTACH SAMPLE COPY OF COMPLETED BILL OF LADING

2. Furnish Freight Classification Authority - Uniform Rail and NMFC-A7

Classification (Name) Games Wooden Noibn Classification (Item No.) 84 320 A-S

CLASS RATING	
LTL LCL	TL CL
92½	

3. RAIL SERVICE

Do you have a railroad siding at your plant to permit carloading [X] Yes [ ] No

If yes, insert name of railroad C & O

4. PACKAGING

[X] Carton [ ] Crate [ ] Bundle [ ] Loose [ ] Other

[X] Set-up [ ] Knocked down [ ] [ ] Folded [ ] Nested

[ ] Not Nested [ ] Collapsed [ ] Other

TRAFFIC SUPERVISION

Name of Traffic Representative Albert Del Zoppo Title Sec-Treas.

Signature _____ Address Ludington, Mich

Date Dec. 15, 1967 Tel. No. 616 845-9630

PLAINTIFF'S EXHIBIT 63

ITEM DATA SHEET

NOTE: IF THIS FORM IS NOT FILLED OUT COMPLETELY, IT WILL BE RETURNED TO YOU.

FACTORY: Merdel Game Mfg. Co.

ADDRESS: 218 E. Dowland

CITY & STATE: Ludington, Mich 49431

SHIPPING POINT: Ludington, Mich

FOB POINT: Ludington, Mich

MFG. NO.: 100 MW Carom Game Board

DESCRIPTION (Include item dimensions, color, selling points, etc.): Play Carom, Crokinole, Spin Tops, Ten Pins, etc -- 125 different games for every member of the family -- young and old.

Select plywood panel with glossy finish, reversible for play on both sides. High Impact Styrene corners. Complete with equip. including colorful play rings, hardwood cues, numbered discs, spin tops, dice, score card, ten pins and 100 game rule book

SHIPPING DESCRIPTION: Carton Games Wood NOIBN

Correct commodity description as shown on your Bill of Lading

SEND CORRESPONDENCE TO:
Dept. 48 Buyer
Dept. 48, Aisle A-7
Post Office Box 8339
Chicago, Illinois 60680

SEND SAMPLES TO:
Buyers' Sample Dept. 48
Montgomery Ward & Co.
600 West Erie Street
Chicago, Illinois 60607
Att.:

SIGNATURE:

DATE: 1/31/69

TITLE:

(Use reverse side for additional space if needed)



UNITED STATES DISTRICT COURT

FOR THE WESTERN DISTRICT OF MICHIGAN

SOUTHERN DIVISION

SHUMPAINE INDUSTRIES, INC., Plaintiff, vs. MERDEL GAME MANUFACTURING CO., WILLIAM J. MUECKLER, ROBERT L. ERICKSON, and ALBERT DEL ZOPPO, Defendants.	Civil Action No. TRIAL BRIEF OF DEFENDA

WARNER, NORCROSS & JUDD
One Vandenberg Center
Grand Rapids, Michigan 49502

Attorneys for Defendants

Defendant's utilization of the word "carom" has been much more confined. It has been used by defendant as the equivalent of "to hit and rebound", and to describe a game to be played on defendant's "100 Play Game Board". It has not been used to identify the game board itself, nor has it been used in defendant name. In all cases in which the word has been utilized by defendant, the source or origin of the game board upon which the game played is clearly indicated, i.e., the advertising circulars announce "The New 100-Play Game Board plays 100 different games Carom, Crokinole, Spin Top, Ten Pins, Checkers, etc.," and conspicuously printed on these circulars, in large, bold face type, appear the words "Merdel Game Mfg. Co." The cartons in which the game board has been sold state clearly, "100 Play Game Board by Merdel", and in much smaller print, "Plays 100 Games - Carom, Crokinole, Spin Top, Ten Pins, Checkers, and many others".

The word "Carom" is derived from the French word "Carambole," and the Spanish word "Carambola" meaning the red b[all] in billiards, Oxford English Dictionary, Volume II C. It was in use prior to 1890 in numerous books on games, and has been used in literature in other contexts, Oxford English Dictionary, Supra. Websters New World Dictionary defines the term as "a game for two or four players, played with 24 round counters on a large, square board with corner pockets".

BEST COPY AVAILABLE



IN THE UNITED STATES DISTRICT COURT

WESTERN DISTRICT OF MICHIGAN

SOUTHERN DIVISION

SHAMPAINE INDUSTRIES DIVISION OF AFFILIATED HOSPITAL PRODUCTS, INC., Plaintiff,	)	
v.	)	Civil Action
MERDEL GAME MANUFACTURING CO., WILLIAM J. MUECKLER, ROBERT L. ERICKSON, and ALBERT DEL ZOPPO, Defendants.	)	No. 4237

TRANSCRIPT OF PROCEEDINGS

had in the above-entitled cause, before HON. W. WALLACE KENT, Chief Judge, at Kalamazoo, Michigan, on February 28 and March 1, 1967.

APPEARANCES:

MR. EUGENE H. CHRISTMAN,
Ludington, Michigan; and

MR. JOHN D. POPE III and
MR. EDWARD A. BOESCHENSTEIN,
St. Louis, Missouri,

on behalf of the Plaintiff;

of a Carom Board as a board on which they play caroms and do not think of a particular company in Ludington, Michigan, which produces it. In other words, we think there will be no substantial evidence that there is a secondary meaning in the term Carroms.

Finally, with reference to this trademark aspect, Your Honor, we don't even think we infringe on it in the use of the word. There is no question, in our opinion, that there is a descriptive sense in this word. We think the entire word is descriptive; but there is no question really that it is descriptive in describing an action in which one ring caroms off another or off the wall.

We use the word Carom not to describe our board. We call it the Hundred-Play Game Board. We do not use it in the company name. We call the company Merdel. We use it to describe one of the games we play, which we say is in the public domain; and we use it to describe an action involved in that game, which we say is a word generally in the public domain.

And those are, basically, the positions that we will attempt to show in this case.

THE COURT: All right. Proceed with your proofs.

MR. POPE: At this time, I would like to call

United States Patent Office

776,546
Registered Sept. 8, 1964

PRINCIPAL REGISTER
Trademark

PLAINTIFF'S EXHIBIT 67

Ser. No. 178,229, filed Oct. 2, 1963

KIK-IT.

Shampaine Industries, Inc. (Missouri corporation)
1920 S. Jefferson Ave.
St. Louis 4, Mo.

For: EQUIPMENT (OR APPARATUS) SOLD AS UNITS FOR PLAYING VARIOUS-TYPE BOARD GAMES, in CLASS 22.
First use Jan. 29, 1963; in commerce Jan. 29, 1963.
Owner of Reg. No. 374,800.

REGISTERED FOR A TERM OF 20 YEARS FROM Sept. 8, 1964

Attest:

MAY 22 1970

Attesting Officer

Certified to be a true copy of the registration issued by the United States Patent Office, which registration is in full force and effect. Record title is in Affiliated Hospital Products, Inc.

William E. Schuyler, Jr.

Commissioner of Patents

PLAINTIFF'S EXHIBIT 68

Registered Jan. 23, 1940 **Trade-Mark 374,800**

Renewed for 20 years from Jan. 23, 1960

UNITED STATES PATENT OFFICE

Carrom Industries, Inc., Ludington, Mich.

Act of February 20, 1905

Application September 16, 1939, Serial No. 423,655

KIKIT

STATEMENT

To the Commissioner of Patents:

Carrom Industries, Inc., a corporation duly organized under the laws of the State of Michigan and located at Ludington, Michigan, and doing business at Ludington, Michigan, has adopted and used the trade-mark shown in the accompanying drawing, for a BOARD GAME PLAYED WITH MOVABLE PIECES, in Class 22, Games, toys, and sporting goods, and presents herewith five specimens showing the trade-mark as actually used by applicant upon the goods, and requests that the same be registered in the United States Patent Office in accordance with the act of February 20, 1905, as amended. The trade-mark has been continuously used and applied to said goods in applicant's business since on or about April 17, 1939. The trade-mark is applied or affixed to the goods, or to the packages containing the same, by placing thereon a printed label on which the trade-mark is shown.

The undersigned hereby appoints Earl & Chappell, a firm composed of Otis A. Earl and Ralph L. Chapell, whose postal address is 344 South Park Street, Kalamazoo, Michigan, its attorneys, to prosecute this application for registration, with full powers of substitution and revocation, and to make alterations and amendments therein, to receive the certificate, and to transact all business in the Patent Office connected therewith.

CARROM INDUSTRIES, INC.,
By FREEMAN R. STEARNS,
President.

CERTIFIED TO BE A TRUE COPY OF THE REGISTRATION, WHICH IS IN FULL FORCE AND EFFECT, WITH NOTATION OF ALL STATUTORY ACTIONS TAKEN THEREON, AS DISCLOSED BY THE RECORDS OF THE UNITED STATES PATENT OFFICE. SAID RECORDS SHOW TITLE TO THE REGISTRATION IN. Affiliated Hospital Products, Inc.

Attest:

MAY 22 1970

Attesting Officer

William E. Schuyler, Jr.

Commissioner of Patents

PLAINTIFF'S EXHIBIT 98

Copyright Office of the United States of America

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WASHINGTON

THIS IS TO CERTIFY THAT THE ATTACHED IS A TRUE COPY OF THE APPLICATION ON FILE IN THE COPYRIGHT OFFICE UNDER REGISTRATION NUMBER AA 496140, OF THE YEAR 1945.

IN TESTIMONY WHEREOF, THE SEAL OF THIS OFFICE IS AFFIXED HERETO ON October 15, 1970

Abraham L. Kaminstein
REGISTER OF COPYRIGHTS

Certification C
(Jan. 1961—4,000)

GPO

Printed or produced by Lakeside Printing Co., Ludington, Mich.

Date of publication in the United States April 23, 1945
Affidavit received Oct. 29, 1945 Copies received Oct. 28, 1945

[SEAL]

Sam B. Warner
Register of Copyrights

GPO L. C. 5-10

PLAINTIFF'S EXHIBIT 77

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WASHINGTON

THIS IS TO CERTIFY that the facts of registration for the work registered under AA 496140 (1945) are as follows:

RULES FOR GAMES, NO. 85, CARROM BOARD. By William J. Mueckler. Registered in the name of Carrom Industries, Inc., under AA 496140, following publication April 23, 1945.

FURTHER, THIS IS TO CERTIFY that a careful search in the Assignment and Related Documents Indexes completed through May 15, 1970 under the names William J. Mueckler, Carrom Industries, Inc., and Shampaine Industries, Inc., as possible assignors/assignees and the title RULES FOR GAMES, NO. 85, CARROM BOARD disclosed recordation of only the following document relating to this work.

Cir. 22H
Nov. 1967—1,000

VOL 1106 PAGE 272

ASSIGNMENT

WHEREAS, Carrom Industries, Inc., a corporation organized and existing under and by virtue of the laws of the State of Michigan, and having its principal office and place of business in the City of Ludington, State of Michigan, is the owner of all right, title and interest in the copyrights to certain literary works as follows:

Certificate No.	AA 329 380	Mar. 14, 1940	"Gusher, General Information and Rules"
Certificate No.	AA 436 140	Apr. 23, 1945	"Rules for Games, No. 85 Carrom Board"
Certificate No.	AA 436 141	Aug. 14, 1945	"Rules for Games, No. 95 Carrom Board"
Certificate No.	AA 19 683	May 10, 1946	"Rules for Games, No. 105 Carrom Board"
Certificate No.	AA 47 754	June 1, 1946	"Rules for the Game of Fox Hunt"
Certificate No.	AA 207 [illegible]	Oct. 5, 1955	"Carrom Hi Bo Instructions"
Certificate No.	AA 248 857	Apr. 16, 1956	"No. 13 Rules to Game Instructions"
Certificate No.	AA 345 360	June 14, 1958	"Rules for the Game of Carrom Nok Hockey"
Certificate No.	AA [illegible] 630	July 15, 1958	"Carrom Bagatelle"
Certificate No.	AA [illegible] 57	July 28, 1958	"How to Play Carrom"
Certificate No.	AA [illegible] 7m	Jan. 28, 1958	"Open Up Label including the official rules of the game"

and

WHEREAS, Shamp Industries, Inc., a corporation organized and existing under and by virtue of the laws of the State of Missouri, and having its principal office and place of business at 1920 South Jefferson Avenue, in the City of St. Louis, State of Missouri, is the owner of the entire outstanding capital stock of Carrom Industries, Inc., and is now in the process of consolidating said Carrom Industries, Inc., with the said corporation for various interested corporations which are financially sufficient and proper by the Board of Directors of the corporations and will henceforth conduct the business of Carrom Industries, Inc., as a [illegible] Division of Shamp Industries, Inc.; and

WHEREAS, said Shamp Industries, Inc., a corporation duly organized and existing under the laws of the State of Missouri, is desirous of acquiring the rights which Carrom Industries, Inc., is now holding and desires to assign the following to Shamp Industries, Inc.

NOW, THEREFORE, for and in consideration of the above recited covenants and for the payment of the sum of One Dollar ($1.00) and other good and valuable consideration, the receipt of which is hereby acknowledged, Carrom Industries, Inc.,

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vol. 1106 p. 278

do hereby assign, transfer and convey unto Shampaine Industries, Inc., its successors and assigns, the entire right, title and interest in and to the copyrights of the above identified literary works and any and all renewals and extensions of said copyrights that may be secured under the laws now or hereafter in force and effect in the United States or any other country or countries, and Carrom Industries, Inc. further assigns to Shampaine Industries, Inc. any and all claims and demands which it may have against all persons, firms or corporations who have heretofore infringed any of the rights and privileges of the said Carrom Industries, Inc. in and to the aforesaid literary works.

IN TESTIMONY WHEREOF, said Carrom Industries, Inc. has caused this assignment to be executed on its behalf by its proper officers thereunto duly authorized this 15th day of July, 1960.

CARROM INDUSTRIES, INC.

By _____
Vice President

ATTEST:

_____
Secretary

STATE OF MISSOURI)
) ss.
CITY OF ST. LOUIS)

On this 15th day of July, 1960 before me, the undersigned, a Notary Public within and for the City and State aforesaid, appeared Nathan Margolin to me personally known, who, being by me duly sworn, did say that he is the Vice President of Carrom Industries, Inc., that he knows the corporate seal of said corporation, that the seal affixed to the foregoing instrument is the corporate seal of said corporation, and that said instrument was signed and sealed in behalf of said corporation by authority of its Board of Directors, and said Nathan Margolin acknowledged said instrument to be the free act and deed of said corporation.

IN WITNESS WHEREOF, I have hereunto set my hand and affixed my seal the day and year first above written.

My Commission Expires: _____

_____
Notary Public



RULES FOR GAMES

NO. 85

CARROM BOARD

CARROM INDUSTRIES
DIV. SHAMPAINE INDUSTRIES, INC.
LUDINGTON, MICHIGAN



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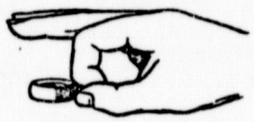
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HOW TO MAKE SHOTS

The best way to shoot is with the thumb and first finger, placing the finger in an upright position close to the ring. By this method you will not hurt your finger.



A Direct Shot is one in which the ring shot, first hits another ring.

A Carom Shot is one in which the ring shot, caroms, or glances, from one ring to another.

A Bank Shot is one in which the ring shot, hits the rim of the board before hitting a ring.

Do not shoot too hard. These games are a test of skill, not an exhibition of strength.

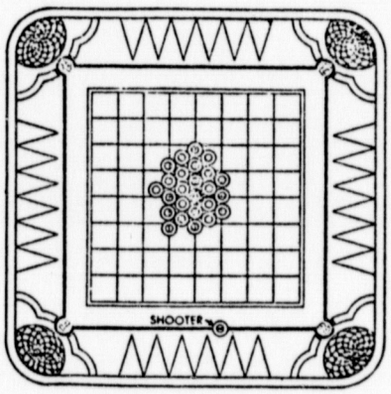
CARROMS

(Trade Mark)

Played on the Carrom Side of Board

The board for this fascinating game should be placed on a small table, or held on the knees of the players, two, three or four persons being engaged in the game. Where four play each two sitting opposite should play as partners.

The red and green rings, 24 in number, are then placed in center of board, after being well mixed up, putting the black ring over center spot. As a test of skill the black



ring is often omitted. The first player then endeavors to snap the white ring, or shooter, into group so that one or more of the rings of the color he has chosen shall be knocked into the pockets, his turn continuing until he misses; then the next player shoots at the opposite color, and this continues until all the men are pocketed.

If the white ring goes into the pocket along with the ring shot at, or alone, a ring which is already down shall be placed back on the board as forfeit, as well as the ring or rings pocketed by that shot.

In shooting it is best to use the index finger, as greater accuracy can be obtained. Care should be taken to place the finger close to the ring when shooting, so as to avoid hurting finger, as the proper shot is more of a shove than a snap.

When one player has pocketed all his rings the counting is done as follows: He counts one for each of his opponent's rings still left on the board. The black ring counts five for the player pocketing it. Thirty points is game and after each inning is finished, the rings are replaced on the board and the play is continued until one side scores thirty points.

RULES

1. The rings shall be well mixed up, with black ring (when used) over center spot, by player of opposite color to one shooting first. Shots must be made from inside base line.

2. The object of the game is for each player to pocket his own rings by means of the white shooter; failure to do this ends his turn. Partners should sit opposite each other.

3. When the white shooter is pocketed, the player shooting same shall put back on the board one of his own rings already pocketed as forfeit, besides replacing as near the center as possible (without moving the rings on the board) the ring or rings belonging to him pocketed by the shot.

4. If a player pockets one of his opponent's rings he loses his turn unless he at the same time pockets one of his own. Opponent's rings are not to be replaced when pocketed.

5. When a ring leaves the board it must be put back as near the center as possible. Should shooter and black ring be pocketed together, the black only shall be replaced as forfeit with no count to the player.

6. If the white shooter is moved at all, it shall be considered a shot.

7. The player pocketing black ring scores five points independent of the final count.

8. Should black ring be left on board after one side have all their rings down the inning shall end when black is pocketed. Rings left on board count one point each to players of opposite color.

9. If a player has no other than the black ring he must forfeit it should he need to forfeit. However, he retains the 5 point count.

10. Unless otherwise agreed a game shall consist of thirty points.

11. A player never owes a forfeit he cannot pay.

Other Variations in the Game which make it more Interesting for Expert Players.

CALL-CARROMS

Each player must name the ring he intends pocketing. If he pockets another, it is returned to the center of the board, unless it is an opponent's or at the same time the ring named is pocketed.

BASE-LINE BANK

All shots at rings lying within the player's base line must be rail shots, that is, the shooter must strike the rail at some point on the board before hitting the ring.

TRAVELING CARROMS

(Trade Mark)

This game is a pleasing variation of the regular Carrom Game. It may be played by two, three or four players.

The rules, forfeits and counts of the regular Carrom Game governs this game except as follows.

Only one white shooter is used. The first player shoots until he fails to pocket one of his own rings, the shooter remaining where it stops. The next player then walks around the board to any desired point and shoots the shooter from where it lies. The players continue in turn until all the rings of one color have been pocketed, each shooting the shooter from where left by the last player.

If a player fails to hit a ring of either color he must pay a forfeit of one ring. If the shooter goes off the board or into a pocket the player loses his turn and pays a forfeit the same as in the regular Carrom Game. The next player can place the shooter on or outside the straight lines on any side of the board and the game then continues as before.

If a player shoots and the shooter rebounds and hits his hand he loses his turn, but the shooter must remain where it stops.

Direct shots cannot be made at a ring of the player's own color where both shooter and the ring are on the

same side of the board, and touching the straight line or outside of it. If either the ring of the shooter is inside of the straight line a direct shot is allowable.

Or it may be played

by any number of players without keeping score, one shooter only to be used and each player pocketing all the rings possible regardless of color, the one pocketing the most rings winning the game; rules for forfeits to be observed as usual, varying where necessary.

If a longer game than one round is desired, it will be necessary to keep score.

CARROMOLA

Played on the Carrom Side

This is a most interesting game. As the name indicates, the count is made exclusively by carom shots from one ring to another, or if to a second ring, count for each carom.

1. Place four rings in center of board in same position as pins in Crokinola. Use one red shooter for each person playing, and shoot from the line on your side of the board at any point between the line and the rail of the board.

2. The object of the game is to make a count by caroming from one ring to another. The player continues to play as long as he can make a carom, and counts one for each carom. He may pocket a man as often as he pleases, provided he has made a carom just before pocketing. He then places the ring from the pocket as directed below, and continues to play to make further count by caroms.

3. A ring pocketed must be taken out and placed in the center of the board; if there is one in the center of the board, it must be placed at the right in line with other rings direct from the center. If this is occupied it is then placed to the left side.

4. Caroms from ring to ring may be made by first caroming from the rim of the board.

5. **Forfeits.** If at any time your shooter goes into a pocket or off the board, you forfeit one point, to be deducted from the score, and cease to play, taking your shooter from the board, and the person to your left has his turn.

6. A score of twenty-five constitutes a game, or excess over twenty-five in case all persons have not had the same number of turns.

CARROMOLA-5

A variation of the above game, making it easier for beginners, by placing 5 rings on the board instead of 4, the fifth ring being placed on the center of the board.

POCKET CARROMOLA

A still further interesting variation of the Carromola Game, and perhaps the most popular, though not the most skillful, is by allowing a score of one for putting a ring into the pocket, and the privilege of pocketing a ring during your turn after each carom.

SHOOTING THE WILD DUCKS

Played on the Carrom Side of Board

Two persons can play this game.

Use six rings of different colors and a red shooter.

Three green rings are to be placed in the wide part or base of the Backgammon spots, beginning with the first Backgammon spot to your right. Leaving one Backgammon spot vacant you place another colored ring on the third Backgammon spot from the right and another ring on the fifth Backgammon spot from the right.

The player on the opposite side places his three rings in a similar way, beginning with his right hand spot. His colors for rings must be different from his opponent's.

Having placed the rings you call a certain ring and seek to pocket it. If you succeed you shoot again. If you fail your opponent chooses a color and seeks to pocket it. In your next turn you must continue to chase the colored ring you named, and can shoot at no other until it is pocketed.

Rings displaced remain where they stop. Rings other than those named going into a pocket are to be placed on the Backgammon spots, beginning with the vacant one nearest the right hand.

If a shooter goes off the board or in a pocket the person loses his turn and forfeits any men pocketed by the shot.

One side may use the three lighter colors and the opposite side the three darker colors to distinguish sides.

The player who first pockets all his men wins the game or the score if three rounds are played.

NOTE—This game may be played by placing the rings on the points of the Backgammon spots instead of the base if so preferred. This makes the game somewhat easier.

ONE MAN CARROMS

Place only one ring in the center of the board. All shooting is done from 1, 2, 3, or 4. The first player shoots to pocket the center ring, if he does so he takes the ring and the second played puts one in the center and has his turn. If, however, a player doesn't pocket the ring, the turn passes just the same and the player forfeits the unpocketed ring to the opponent.

The winner is the one with the most rings after all have been played.

SKILL CARROMS

Place all the discs in the rings and place them in the center of the board. Bank your shots from anywhere on the edge of the board and put the numbered rings in pockets. There are no forfeits. Total score after board is cleared. Any ring without a number counts 1.

SPOT CARROMS

Played exactly like regular Carroms with this exception: the first turn must be from spot number 1, the second from spot number 2, the third from number 3, etc., always shooting from the next spot (counter-clockwise) at each turn. Your opponent starts at spot number 3, his second turn is from spot number 4, etc.

Variation—Every shot must be from the pocket numbers as above.

SHUFFLE BOARD

Each played takes two rings and shoots from numbered space in turn from same corner diagonally across to pocket on opposite corner, endeavoring to leave ring as near edge of pocket as possible. Players must not shoot at opponent's rings but have privilege of hitting their own rings so as to drive them closer to the pocket. Should opponent's rings be moved they must be replaced to former position.

At close of round, rings have a value of 5, 3 and 2 points according to the nearness to pocket.

Should any ring overhang edge of pocket it doubles in value.

Thirty points constitute a game.

GAME OF FORTY-SIX

Played on the Carrom Side of Board

Two or more persons can play this game, walking around the Board.

This game is played on the Checker side of the board. The pockets are numbered 1, 2, 3, and 4.

15 rings are put near the center. The first player places the red ring shooter on the line drawn from the pockets numbered 1 and 2.

Bank for the first shot. The player seeks to force some of the rings out of the circle into the pockets and a count is made by the **number of the pocket.** If two rings go into the same pocket count for each of them. The player continues to play until he misses getting a man into pocket. When he misses the next player uses the red man, shooting from where he lies and forces rings into pockets counting the number of the pocket each time.

If the red ring goes into the pocket or off the Board the turn ceases and any men pocketed by that shot are placed back as near the center of the Board as possible. The next player takes the red ring and places it at the head of the Board on the same line where the start was made.

Forty-six counts complete the game. The last player, however, must make a count of exactly 46 or no count is made.

Note—This Game can be played by remaining seated instead of walking around the Board if preferred.

CUE POCKET

(Trade Mark)

Played on the Carrom Side of Board

To Begin the Game place 25 rings in the center of the board. One of the players places the Cue Ring anywhere he chooses on or outside the straight line on any side of

the board and shoots it into the group. If he pockets one of the rings by the shot he has another shot and so continues to play until he fails to pocket a ring, shooting the Cue Ring each time from where it stops. (Cue Ring is white, the rest are other colors.)

The next player then commences shooting the Cue Ring from where it lies, continuing to play until he fails to pocket a ring, and so each player plays in turn till all the rings are pocketed.

The second player in each round plays first in the next round.

The Object of the Game is for each player to pocket all the rings he can, the one pocketing the most rings winning the game.

RULES

1. Group the 25 rings in the center of the board. The first player determined in any manner agreed upon then begins the game and players continue in turns as explained above.

2. Any shot may be either a bank shot, carom or direct.

3. Each player's turn continues until he fails to pocket a ring.

4. The Cue Ring must always be shot from where left by the previous shot.

5. If the Cue Ring goes into a pocket or off the board, the player loses his turn and must replace on the board as near the center as possible without moving other rings, all rings pocketed by the shot. If none are pocketed, no forfeit is required. The next player may place the Cue Ring for his shot as at the beginning of a round.

6. If a player shoots one or more rings off the board he loses his turn and the ring or rings must be placed as near the center as possible without moving other rings. If none are pocketed, no forfeit is required. The next player may place the Cue Ring for his shot as at the beginning of a round.

7. Each player must keep count of the rings he pockets. The best way is for each player to remove his rings from the pockets after he loses his turn.

ROTATION CUE POCKET

(Trade Mark)

Played on the Carrom Side of Board

This is a very interesting game for two or more persons.

It is played with 15 rings (any color whatsoever), each ring having a numbered disc in it, from 1 to 15, and one white ring for a shooter, called the "cue ring."

To begin the game take 15 rings (any color) and into each ring slip one of the numbered discs. Group the rings in a triangle on the board with numbers up, according to diagram. Position of No. 1 ring must always be the same—others immaterial. Each shot must be in rotation from 1 to 15, the smallest numbered ring on the board being shot at each time.

The first player places the Cue Ring as shown in diagram or at any other point on straight line between the board numbers 1 and 2, and shoot so as to hit ring No. 1. This shot is the break. If he pockets any ring by the shot he has another shot, which must be at the ring with the smallest number.

After each player misses, the next player commences shooting the Cue Ring from where it lies and shooting at the ring with the smallest number.

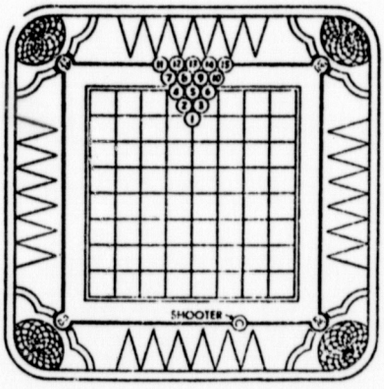
The Object of the Game is for each player to pocket all the rings he can, so that the numbers on the rings he pockets added together, will be greater than the numbers on his opponent's rings. The player whose rings count the most wins the game.

RULES

1. Group the 15 rings on the board according to diagram. The first player then places the Cue Ring anywhere on line between the pockets, and with the cue shoots so as to hit ring No. 1. This shot is the **break,** and must always be a direct shot to hit ring No. 1.

If by the **break** shot he pockets **any** ring he has another shot. His second shot must be at the ring with the smallest number. Any other shots may be either direct, carom, or bank shots according to necessity or choice.

2. After the break each player must shoot **each time** at the ring with the smallest number. If it cannot be hit by a direct shot, then the player must make a bank



shot. If any other ring is hit by the Cue Ring before the one with the smallest number is hit, player loses his turn. Even if he hits the ring with the smallest number first but fails to pocket a ring by the shot, he loses his turn.

3. If a player hits the ring with the smallest number before hitting any other ring and by the shot pockets any ring on the board he has another shot.

This permits a player to shoot the smallest numbered ring against one with a larger number, which if he pockets it, counts that much more, and player has another turn as though he had pocketed ring with smallest number.

4. Any ring pocketed out of rotation (except as provided in rules 1, 2 and 3) or shot off the board must be respotted.

Respotted rings shall be placed on the straight line and as near half way between the pockets as possible, on the side of the board on which the 15 rings were spotted at commencement of game.

5. If the Cue Ring goes into any pocket or off the board player loses his turn, and any ring or rings pocketed by the shot must be respotted at once.

The next player may then place the Cue Ring anywhere on the straight line on which it was placed for the break and the game continues as before, except that if the ring with the smallest number lies on or between the straight line and rim of board next to player, it can only be hit by a bank shot.

6. After all the rings have been pocketed, the one whose rings count the most wins the game.

A SCRATCH GAME

which is much more interesting may be played, in which, if the player fails to hit the object ring (which is always the ring with the sallest number) with the Cue Ring, it shall count three against him. Each scratch must be tallied by the player making it as soon as made.

After all the rings are pocketed each player counts his rings and deducts three each for all the scratches he has made, the net balance after deducting for scratches being his score. The player with the largest score wins the game.

SIXTY-SIX

Played on the Carrom Side of Board

This game may be played by two, three or four persons.

To begin the game place the 24 red and green rings in the center of the board. Use the white rings for shooters and shoot from the straight lines near the sides of the board. The first player shoots into the group and tries to pocket one or more of the rings.

It will be noticed that each pocket is numbered from one to four and the rings count according to the pocket into which they go.

The object of the game is for each player to pocket rings enough to count 66, valuing each ring according to the number of the pocket into which it goes, before his opponent can pocket enough to count 66.

RULES

1. Each player may put any ring into any pocket that he can. The shooter must not touch the straight line or the angle lines running to pockets on either side, but must always lay outside of these lines on the player's side of the board.

2. Each player's turn continues until he fails to pocket a ring, pockets his shooter or goes off the board.

3. After each player's turn is over he counts all the rings he has pocketed, valuing them according to the number of the pocket in which they lay, and then replaces them all on the board as near the center as possible without moving other rings on the board, when the next player begin, and so until the game is concluded.

It is usual for each player to keep his own score though one may be selected to do it all.

4. When a player's shooter goes into a pocket, if he pocketed a ring by the shot, he must forfeit the count of it. If he did not pocket a ring by the shot he forfeits as many points as the number of the pocket into which his shooter goes. The forfeit must be deducted at once from his score.

If the shooter goes off the board all rings pocketed in that turn, whether one or a dozen, are all forfeited, but no further forfeits are required.

If a player shoots one of the rings off the board it must be replaced and the player loses his turn but pays no forfeit.

5. The player first scoring 66 points wins the game.

KEDO

(Trade Mark)

This interesting game is played on the Carrom side of the board, and the same rules govern as in Carroms, except that a player shooting, pockets rings of both colors, continuing to play until he misses a shot; he must then leave his shooter on the board just where it stops, and should his opponent pocket same, he demands three of the rings which have been pocketed, and in turn must leave his shooter on the board to be shot at.

This continues until all the rings are pocketed when the player or side having the most points wins, each ring

counting one point, excepting the black ring which counts five points as in Carroms.

Each player should keep his rings separate, either in one special pocket, or removing them from the board.

ZELTO

(Trade Mark)

This fascinating variation is played on the Carrom side of the board, and is intended to develop bank shots.

To set up the game, six rings of a color should be placed on opposite sides of the board from player shooting, one on tip of each Backgammon point, and then each player in proper turn proceeds to pocket his color, in any one of the four pockets, partners pocketing same color and sitting opposite each other. The player or side accomplishing this first counts two points for each ring left on the board of opposing color.

Thirty points constitutes a game.

THREE RING GLANCE

(Trade Mark)

Played on the Carrom Side of Board

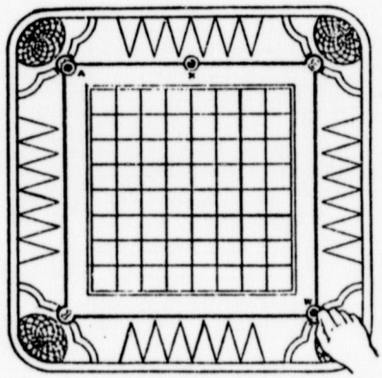
This is one of the most scientific games on the board and by many persons considered the best. It will always be found very fascinating as the player will find it constantly varying in combinations presenting very many opportunities for the nicest calculation and the most skillful execution.

The game is played with only three rings (red, green, and white). Two or four persons may play. When four play, two play against two. The board should rest on a stand, that the players may walk around.

To begin the game, each player makes a bank shot across the board, endeavoring to have shooter stop as near rail on his side of board as possible; the one doing this has the first shot. The rings are then placed on the board as per diagram, the white or cue ring at W, the other two at X and A.

The object of the game is for player commencing the inning to shoot the cue ring resting at A at one of the other rings so as to glance off and hit the remaining ring. Should he accomplish this he scores one point and shoots again, placing cue ring anywhere on shooting line, so as to get the best possible shot.

If in addition to hitting both rings he should pocket one of them he would score two points and shoot again, should both be pocketed he would score three points. If, however, the cue ring is pocketed, player does not score and loses his turn.



RULES

1. After shooting to find which side opens the game, the rings are spotted and the game begins.

2. Each player continues playing until he fails to hit each of the other two rings at the same shot, or until he pockets the cue ring.

3. When the white, or cue ring hits both red and green rings, the player shooting same scores one point, when both rings are hit and either the red or green is pocketed two points are scored, and if both rings are pocketed by the cue ring, three points are scored.

4. Should the white or cue ring be pocketed no points can be scored from the shot, and the player loses his turn.

5. Should a player shoot the cue ring off the board he loses his turn.

6. When making a shot the cue ring can be placed anywhere on the four lines forming square of the diagram, so as to get the best position for shooting, but ring must not touch the line.

7. When either red or green rings are pocketed they mus be placed back on the board at once, first one in center of diagram, 2nd at one of the position points midway between any two pockets on the base line (such as X).

8. The side scoring fifty points first wins the game.

FOUR RING GLANCE

(Trade Mark)

This game is played the same as Three Ring Glance, only with four rings, white, red, green and black, spotting the third ring in the center, and the others as in Three Ring Glance.

The rules governing the goes are the same, except that it is possible for a player to shoot the cue ring so as to hit each of the other three. This should therefore count two points, and an additional count for the ring pocketed as explained in Three Ring Glance.

CHINESE GLANCE

(Trade Mark)

The same rules govern as in Three Ring Glance except that any ring may be shot for the cue ring, at the player's option.

POCKET BAGATELLE

Played on the Carrom Side of Board

Place five rings in a cross at center; then each player in turn endeavors to make a bank shot so as to force the ring into the pocket at his left, which is his special pocket, and which alone counts for him.

Ring to score must be pocketed with a bank shot and counts 10 points to player making same.

Should ring be moved by a direct shot it is put back in cross and player loses his turn. A successful shot entitles player to another play.

Fifty points constitutes a game.

COLUMN CARROMS

Played on the Carrom Side of Board

Take six Carrom rings and make a column of them in the center. Then each player in turn shoots at bottom ring of column, endeavoring to force rings into one of the pockets. Each ring so pocketed counts 5 points for player pocketing same, and he is entitled to another shot.

If a player knocks ring out of column but does not pocket it, the player to his left is allowed to shoot at it where it lies, continuing shooting if successful. Should column be knocked down so that more than one ring is loose, they are piled up again in the center.

The player or side getting 50 points first wins the game.

POCKET COLUMN CARROMS

Played on the Carrom Side of Board

Same as Column Carroms excepting that each player or side places a column of six rings of one color on numbered space in front of pocket at his right on his side of the board. He then in turn endeavors to pocket rings from his own column with bank shots, continuing play as long as successful. Rings to score must not be pocketed by direct shots; when this happens they must be replaced on column and player loses his turn.

Play is continued until one player has pocketed all his rings, he then scores 5 points for each ring his opponents have left on the board.

100 points constitute a game.

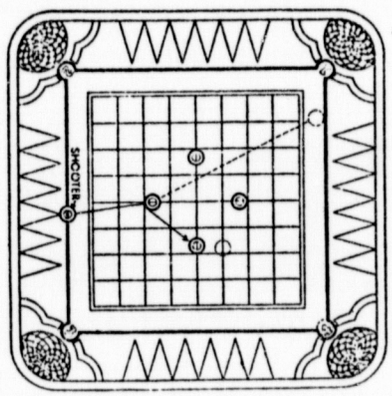
BILLIARDETTE

RULES

Use six rings, four white, one red, one green. Red and green rings are the shooters.

Place four white rings as shown in cut. Bank for the first shot. The one stopping nearest the cushion has the first shot.

The one playing first snaps his red ring from the line on his side, seeking to either force a ring into the pocket or to make a carom from one ring to another. In case he hits two rings he counts 1, and if he hits three he counts 2. If he sends a ring into the pocket he makes a count of 1. He continues to play until he misses making a carom or fails to force a ring into a pocket. His opponent follows in the same manner.



After the first shot on each side you walk around the board to play from where your red ring stops.

If any player's shooter goes into the pocket or off the board he makes no count for that shot, but loses his turn, and when playing again may start from any point outside the boundary lines of the checkerboard.

Any ring going into the pocket other than the shooter is placed as near as possible in the center of the circle without disarranging other rings. The person who forces the ring into the pocket has the option of placing it on to the center. This gives him the advantage of placing either side of the rings in the center, so he gets the nearest if so he can carom on two or more rings.

If the player forces his opponent's shooter into the pocket it makes a count the same as any other ring, but

the opponent takes it out and has the privilege of placing it anywhere outside of the boundary lines of checkerboard when his turn comes to play.

This game may be completed in 21 points, but it must be 21 exactly. A player overrunning 21 must start over again.

CROKINOLE

Rules in Substance Same as Ordinary Crokinole



HOW TO BEGIN THE GAME

Each player sits square with the board, and may play anywhere along the outside (line) on the edge of the circle, from corner to corner on his side; placing his man touching this line, he snaps or forces it at his opponent's on the field.

The first player may begin the game by placing one of his rings on the board in front of him on the line With the fillip (or snap) of his fingers he endeavors tr lodge his ring in the center pocket or recess

The first one having now played, the one at his left plays next, placing his ring on the board in like manner, his object being not to reach the center pocket, but to force his opponent's ring into the ditch.

The most advantageous and fascinating part of the play is in forcing as many of your opponent's rings into the ditch outside large circle as possible. Often two and sometimes three are ditched at a single shot by **caroming** from one to the other.

Thus each player plays in turn till all six rings of each player have been discharged. (When 3 play, one plays against the other two alternately and has 12 rings).

The count of this round is now recorded (see rules for count). The rings are again distributed as before, and another round is played in the same manner, excepting the second player in the previous round plays first in the new round.

RULES

1. Each player must have the same number of rings (except when three are playing), and in placing his ring for a shot must confine himself to his portion of the board.

2. Each player must keep his rings and hands off the board except when playing.

3. Neither the board nor the seat of any player can be moved while the round is in progress.

4. When delivering the shot, place the finger close to the ring, and do not use too much force.

5. A ring can be played but once during the round.

6. At the close of the round no ring can be moved till the count has been declared.

7. A player may place his man against any man near the margin within his bounds and thus send the two in any direction, and when a ring of his own color lies so near the edge as not to allow the ring to be placed outside, he may place it inside and shoot both as his own.

8. A ring shot off the board entirely must be placed in the ditch; but when it strikes the rim of the board and rebounds on the field, it must remain where it stops.

9. A ring having been shot into the center pocket, must be wholly within the recess and lie flat in order to secure a count of 20, after which, in order to recount, must be wholly out of recess.

COUNT

A ring lodging in the center pocket or recess counts 20 for the side playing that color, and must be recorded **at once,** unless such record completes the game, when it can only be counted where it lies at the end of the round.

For instance, in playing a game of 100 should you already have a count of 80 or more, and shoot into the center pocket or recess, you cannot conclude the game with this score of 20 unless the ring remains there until the end of the round, in which case it will be the first one counted.

Under all circumstances a score of 20 is recorded as soon as made.

A ring resting in the center pocket or recess at the end of the round and a score of 20 already recorded cannot be recorded again.

Round-up Counts—At the close of the round (that is, each having played out his six men), a count is made of all men left on the field. Men in the small circle count 15 each, in the next larger circle count 10 each, and all inside the largest circle count 5 each. Difference in round-up counts makes the score for the side having most. Men **on a line** are outside that line on a round-up count.

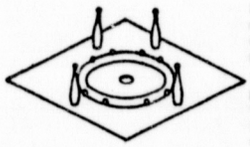
After the round-up count, each player then takes six men and begins another round. No game is ended till all men of the round are played out; then the side having 100 or the most over 100 wins the game

The four corner pockets are in this game only a convenient place to leave men who are forced off the field.

CROKINOLA

Follow the rules as in the popular game of Crokinole, with the following variations, which add a great deal of interest to the game, as played by skillful players.

1. Set the pins on the four places, as seen in the cut, on the Crokinole side. Persons sitting opposite are partners. In case two are playing only two pins are spotted, one immediately in front of each player. The pin spotted on the opposite side must be knocked down by the player with



his own rings or he makes no count at the end of the round. Each player has six rings as in Crokinole.

2. After knocking the pin down, the player can take up the ring for another shot. (This adds great sport, as you may sometimes get a double value in knocking down the pin at a stage of the game when it will give you victory in shooting the ring a second time.)

3. If you knock down any other pins than the one at the opposite side from you, they must be set up again. You may shoot against any of your own rings to knock the pin down.

4. You must shoot either to knock down the pin or at an opponent's ring. You have choice of either play unless the pin is down and an opponent has no ring on the board; you can then shoot for the center recess or pocket, which makes a count the same as in the regular rules of Crokinole.

We think the above is a great improvement on the very popular game of Crokinole, and have no doubt it will spread rapidly as a new parlor game.

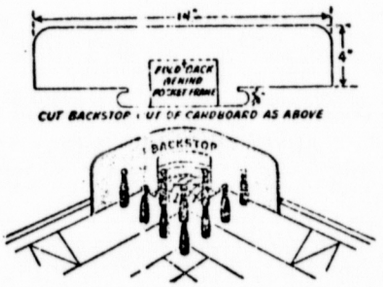
RULES FOR TEN PINS

Rules generally adopted by leading tournaments in the United States and Canada, as reconstructed by the American Bowling Congress—except that in this game we use the Carrom Rings instead of balls, and force them with a snap of the finger, and we prefer to use three rings instead of two. If, however, players wish they may elect to use two rings only. We also count, in Cocked Hat, both Spares and Strikes, with the same rules as in Ten-Pins.

Set up the Ten Pins 1⅛ inches apart in 6-inch triangle, four pins each way, as seen in cut.

Two persons or four play, and pass pins across the board without rising from seat, and each set up pins for the player at opposite corner. The cut on the next page shows how to make and place backstops as a cushion in the corner.

If ring rebounds from cushion back, all pins knocked down shall count. Pins knocked down by pin, or pins rebounding from the side or cushion back shall count as pins down.



THIS SHOWS HOW TO SET TEN-PINS

Dead Wood—Pins knocked down but remaining on the alleys, are termed "Dead Wood," and must be removed from the alleys before the next ring is shot. Should a pin fall in removing the "dead wood" it must be replaced.

The Count—Three rings shall be allowed for each frame, except when a strike is made, as designated below, or when a spare is made, in the last frame, which must be completed before leaving the alley, and on the same alley as made.

Strikes—A strike is credited when a player knocks over the ten pins with the first delivered ring, which is designated by a cross (x) in the upper right-hand corner of his frame, the score is left open for that frame and the player is credited with whatever pins are made with the next two successive rings.

Spares—A spare is credited whenever a player clears the alley with the first and second rings. It is designated by a small line in the upper right hand corner of the frame in which it is made, and the total score in that frame is left open till the player shall have snapped one ring in his next turn, when the number of pins knocked down by such ring are immediately added to the ten credited by

the spare. In the last frame the player finishes before leaving the alley, as heretofore provided.

Breaks—A break is charged to a player at all times when neither a strike nor spare is made. Then the player is allowed only the total number of pins down.

Tie Game—If the score at the end of the tenth frame be a tie, play shall continue upon the same alley until a majority of points upon an equal number of frames shall conclude the game.

Match Games—In all match games the umpire selected shall be satisfactory to the captains of the competing teams. It shall be his duty to see that the regulations respecting the alleys, pins, ring and all the rules appertaining to the game are strictly enforced. The umpire shall also be the sole judge of fair and unfair plays.

COCKED HAT AND FEATHER

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1. Pins are spotted as above at corner of board as in ten pins, center pin being the feather.

2. Use three rings. Ten innings make the game.

3. All pins except the feather have to be knocked down or the inning makes no count.

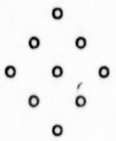
4. If the feather is left standing alone the inning counts one.

5. The maximum count is 10.

COCKED HAT

This game is played with three pins standing in a triangle at corner of board as in Ten Pins. The system of scoring is the same in this game as in Ten Pins, except that a strike counts three, and each pin knocked down counts 1.

AMERICAN NINE PINS



1. Set pins as in diagram above at corner of board as In Ten Pins.
2. The game has ten innings.
3. Three rings are allotted to each inning.
4. An inning goes for nothing unless one pin is left standing.
5. Dead wood is to be removed.

The possible score is 10.

BACKGAMMON

Only two persons can play the game. It may be played on the Carrom side on the 24 triangles extending from the outside rim of the board towards the center. The necessary implements for playing the game are 12 red rings, 3 yellow flies, 12 green rings, 3 green flies, one pair of dice and one dice cup.

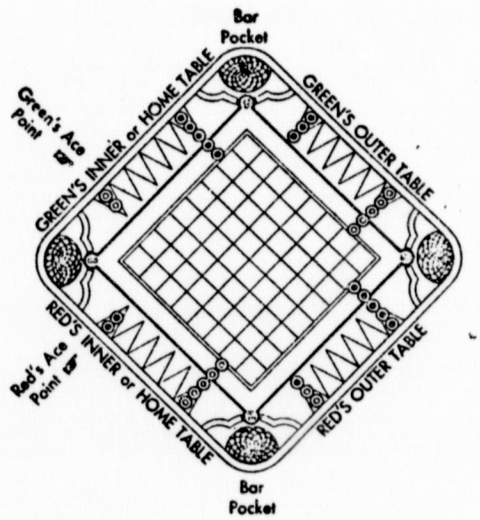
The board is divided into tables each table being made up of six points.

Each player has two tables, an inner or home and an outer one.

Regular backgammon boards have a raised piece or bar running across the board up and down, dividing it so the inner tables are on one side of the bar and the outer tables on the other. In playing the game the pockets No. 2 and No. 4 are used as bars (see diagram), and are referred to as "bar-lines."

Players should sit at opposite corners of the board. Both inner tables are one side of the board and both outer tables on the other side. (See diagram.)

The 30 men are disposed at the commencement of a game in the manner shown on the diagram, but the arrangement of them may be reversed if desired, the red men being put where the green now stand, and vice versa.



The great object of the game is for each player to bring his men around into his own inner table; and this is accomplished by throws of the dice. Each player is provided with a box and one die, and the game is regulated by the number of spots that are faced upwards when the dice are thrown.

At the start, each player takes his dice-box and shakes one die in it, two fingers being placed over the open end of the box to prevent the die from being shaken out.

After shaking, the die is thrown on the board. The player who throws the highest number has the first play. He may either adopt the two numbers just thrown, or he may take up the dice and throw them again.

The march of men is from opponent's inner table to his outer table, then to the caster's outer table, and lastly to his own home table. It is obvious that the Red and

Green men are playing in opposite directions. Of course where men are originally placed part of the way home, they only have to traverse the remainder of the distance.

Each player moves his own men from point to point, the moves being determined by throws of the dice made by the players alternately. A player may move any of his men a number of points corresponding to the numbers thrown by him, provided the board is not **blocked** by two or more of his adversarys men occupying the point to which he wishes to move. Thus, suppose red throws five, six, he may move one of his men from the right-hand corner of green's inner table to the right-hand corner of green's outer table for six; he may again, move the same man five points further on, viz.: to the left-hand point of the same table for five, when his move is completed, or he may leave the man first moved six, and move any other man five points, where the board is open. But red cannot move a man for five from the ace point in green's inner table, because the six point in that table (i.e., the fifth point from where red moves) is blocked by the green men. Any part of the throw which cannot be moved is of no effect, but it is compulsory for a player to move the whole throw if he can. Thus, if the men were differently placed, and red could move a six, and having done so could not move a five, his move is completed. If, however, by moving the five first, he can afterwards move a six, he may be required to move in that manner.

When two similar numbers are thrown (called **doublets**) the player has a double move. Thus, if he throws aces he has to move four aces instead of two, and so on for the other numbers.

If a player moves his men so as to occupy a point with two men, it is called **making a point.** Thus, if ace, trey are thrown and red moves one man from the three in his outer table to the five point in his inner table, for trey, and then moves a man from the six point to the five point of his inner table, for ace, he makes a point there.

If a player leaves only a single man on a point, or places a single man on an unoccupied point it is called **leaving a blot.** Thus, if the first throw is six, five and red carries a man from green's inner table as far as he will go, red leaves a blot on the ace point of his opponent's home table.

When a blot is left the man may be taken up, or the blot may be hit, if, while it remains, the adversary throws a number which will enable him to place a man on that point. For example, if a blot is left on green's ace point, as in the case previously supposed, and green throws a five, or numbers that make up five, he can hit the blot from

his six point, or similarly if he throws seven, or numbers that make up seven, he can hit the blot from the three men posted in his outer table. The man hit is placed in the bar-pocket and has to enter green's inner table again at red's next throw.

It will be observed that green in taking up red leaves a blot himself, which subjects him to be taken up if red enters with an ace. If this should occur, green's man is placed in the bar-pocket, and has at his next throw to enter red's inner table, whence he has to start his journey home. Suppose red to have a blot as before on green's ace point, and green to throw sixes, green could then move two men from reds outer table to his own bar point (so called because it is close to the bar pocket), and thence again to his own ace point, when he would hit red without leaving a blot.

The point in which a man is entered must not be blocked by two or more men belonging to the adversary. Thus, to carry on the illustration, if red now throws aces, or sixes, or six, ace, he cannot enter at all. He is not allowed to move any man while he has one to enter, consequently his throw is null and void, and green throws again. It sometimes happens that one player has a man up, and that his adversary occupies all the points on his own home table with two or more men (called having his table made up). In this case, the player with a man up cannot enter, and as it is useless for him to throw, his adversary continues throwing until he is obliged to open a point on the inner table.

Two blots may be taken up at once if the adversary throws numbers that will hit them both. It is possible with doublets to take up four blots at once, but this could scarcely happen in a game between proficient players.

The game proceeds by moving the men around towards home, or by hitting blots and sending them back until one of the players gets all his men into his inner table or home. As soon as this stage is reached, the player who has accomplished it begins to take his men off the board or to bear them. Thus, suppose he has several men on every point of his table, and throws six, four, he bears one man from his six point, and one from his four point. If his six point is unoccupied, he can bear a six from his five point, or from the highest point which is occupied, and so on with smaller numbers, provided the numbers thrown are higher than the points occupied; if lower the throw must be moved. A player has the option of moving a man when he can, instead of bearing it. Thus, in the case originally given the six must be borne, because a six cannot be

moved, but the four may be moved if preferred, by moving a man from the six point to the two point, or from five to the ace point. Doublets entitle to bear or move four men in accordance with the previous rules. The adversary similarly bears his men as soon as he gets them all home. If, after a player has commenced bearing his men, he should be hit on a blot, he must enter on his adversary's inner table, and must bring the man taken up into his own inner table before he can bear any more.

Whoever first bears all his men, wins the game—a single game or hit if his adversary has borne any of his men; a double game, or gammon if the adversary has not borne a man; and a triple game or backgammon, if, at the time the winner bears his last man, his adversary, not having borne a man, has one in the winner's inner table.

When a series of games is played, the winner of a hit has the first throw in the succeeding game; but if a gammon is won, the players each throw a single die to determine the first move of the next game.

The laws of backgammon as given by Hoyle are as follows:

1. When a man is taken from any point, it must be played; when two men are taken from it, they also must be played. 2. A man is not supposed to be played till it is placed upon a point and quitted. 3. If a player has only fourteen men in play, there is no penalty inflicted, because of his playing with a lesser number than he is entitled to, he plays to a disadvantage for want of the deficient man to make up his tables. 4. If he bears any number of men before he has entered a man taken up, and which of course he was obliged to enter, such men so borne must be entered again in the adversary's tables as well as the man taken up. 5. If he has mistaken his throw and played it, and his adversary has thrown, it is not in the choice of either of the players to alter it, unless they both agree so to do.

RUSSIAN BACKGAMMON

This is a very pleasing game, and is preferred at many firesides to that which we have just described. Though played on the same board, with the same number of men; and the moves governed by throws of the dice in the same manner, it differs in some respects from that game. Instead of placing the men before commencing the game, as in Backgammon (see cut), they are entered by throws of the dice, both players entering in the **same table,** which may be that at the left hand of either player; and both

move in the same direction around the board to the opposite table. Thus supposing the entering table to be Red's home, the moves would be through Red's outer and Green's outer tables to Green's home.

The first entry is determined by each throwing two dice; the highest throw commences, and may be adopted for that entry, or another throw made.

The men are placed on the points of the entering table according to the number of dice thrown, one man only to each number, except in case of doublets.

When either player has his men all entered, he may commence moving them, in the direction already stated, to the opposite table, or home; but no move can be made by a player until all his men are entered.

The player who first bears all his men from the board, wins. It may be a Gammon, Backgammon, or Hit, the same as in the game of Backgammon.

The same rules apply as in the preceding game, to bearing the men after they are brought home, and also to men hit, which must be sent back to the entering table, and reentered as at the commencement of the game.

Blots occuring in the entering table, while entering the men, are under the same rule as after the moves commence. Thus, if one player throws Six, Deuce, he enters one man on each of those points; the other, throwing Six, Ace, would take up the Six, placing his own man on that point, and enter one on the Ace point.

A peculiarity of the game is, that the player who is so fortunate as to throw doublets is entitled not only to four moves of the number thrown, but also to four moves of the number on the opposite side of the dice, and another throw of the dice in addition. Thus, if in commencing the game, he throws double Sixes, he would place four men on the Six points, four on the Ace point, and throw again. If then he threw double Deuces, he would place four on the Deuce point, the remaining three on the Cinque point, and move one man five points on its home course, having still another throw left. In such a case as this, the adversary would have only two points open on which to enter his men; and most likely, before he succeeded in getting them all entered, the first player would have his men removed from the entering table, and well advanced on the march.

But in order to give a player the four additional moves by his doublets, he must be able first to complete those of the number thrown; and he will not be allowed another throw unless he can move **all** the points to which he is

entitled. For example:—If he throws Trois doubles, he must first move his four Trois points; then he will have the right to move four Quatre points; if he succeeds, he may throw again. If not, that is his misfortune.

As both players move in the same direction, it would seem to the inexperienced player that he who has his men first entered, and gains the start in the movement towards home, must have a decided advantage over his adversary. But this apparent advantage is deceptive; because he who is in the rear has the chance of hitting Blots, and thus retarding his opponent's game, which the other has not; and it requires much skill and caution in him who has the advance to save his men, and carry them safely through. His object is to secure as many successive points as possible, so that his adversary will be unable either to pass or hit any of his men. As long as he can keep six successive points covered, and leave no Blots behind, he is perfectly safe; but as soon as he breaks up this barrier, the player in the rear gains the advantage.

The varying chances which doublets give the player in this game render it very interesting, and sometimes quite exciting; for it frequently happens that they suddenly reverse the fortunes, and enable the game to be won, when otherwise it would seem hopeless.

The Russian Game is easily learned, especially by anyone familiar with Backgammon; all the calculations of chances on the dice, etc., applying equally well to either game.

DOUBLE ENTRY POSTING

Played on the Crokinole Side

The game may be played by two or more persons. In case of four those opposite are partners, each side or in case of two persons only, each person has four carrom rings, each side, or player, having a different color.

1. Put two rings on each of the posts on your own side of the board. Your opponent does the same with his color.

2. The object of the game is to work your opponent's top ring off of the post by using the red shooter, forcing it with a snap of the finger from the outside line. Shoot from anywhere along the line, the same as in Crokinole.

3. The top ring knocked off of the post counts 10. If it goes into the ditch it is then put on the post for another shot, but if the ring does not go into the ditch

your next shot is to force it into the ditch, or you may shoot off the other top ring. When a ring is on the board, that is, off the post and not in the ditch, and you succeed in forcing it into the ditch, you put it on the peg again and have a play to dislodge it.

4. Each player continues shooting until he fails to dislodge a man or ditch a man. If you knock a bottom ring off the post it makes no count. If it goes in the ditch it is put back on the post, and if forced by you afterwards off the board into the ditch it is to be put back on the post.

5. Pick up your red shooter after each shot; do not leave him on the board.

6. If you knock one of the rings on your own side off the post, it counts for your opponent, and it is immediately put on the post again.

7. The player first scoring 50, or if preferred, 100 wins the game.

SINGLE ENTRY POSTING

Played on the Crokinole Side

1. Observe the same rules as in double entry posting.

2. Put one ring on each of the posts on your side of the board, and two on post at the right. Your opponent does likewise.

3. Shoot off any ring, making a count of 10 for knocking off the top ring, and 5 for the rings where there is only one on the post.

4. You can allow as many rings to remain on the board as you please, but whenever you ditch a ring you put it at once on the post at the right with the privilege of getting two on the posts if possible, and then knock off the top one by the next shot, so as to count 10.

5. 50 or 100 is the game.

SPINOZA

Played on the Checker Board Side

1. Object of the game is to see who can spin his top the longest.

2. Three persons can play, each taking one top, making choice of color.

3. The start is made by one person counting "one, two, three," and just as the word "three" is pronounced, each spins his top.

4. The top spinning the longest wins the round.
5. Five rounds make a game.
6. The one winning three rounds being the winner.

TEN-PIN TOP GAME

Played on the Checker Board Side

From two to eight persons can play this game. In case of four, those opposite may be partners. Place the full set of Ten-Pins around in a circle in center of board about 8 inches in diameter.

1. Each player spins the green top within the circle and counts one for each pin knocked down.
2. Each player is allowed to spin three times.
3. The player scoring the most points in three rounds, wins the game.
4. A "round" is when each party has had a turn of three spins.
5. On your third spin of each turn the privilege of blowing is allowed. Both partners may blow.

THREE-PIN CIRCLE GAME

Played on the Checker Board Side

Place the three pins in a triangle in center of checker board. Follow the same rules as in Ten Pin Top Game with the exception that if all the pins are knocked down at the end of the second spin, they may all three be set up for the third spin of that round.

TIPSY

Played on the Checker Board Side

Tipsy is the name of the green top, most anyone could tell that by the way she spins. This is a time game but different from SPINOZA in the way of a forfeit.

1. The object is to spin and time each top.
2. Each player spins the three tops.
3. Tipsy leads and if she fails to spin thirty seconds you forfeit your entire turn of three spins.
4. Three rounds make a game.
5. Rounds consist of three spins for every player, unless you forfeit in spinning Tipsy.
6. Use a good watch for this game.

LONG END TIPSY

Played on the Checker Board Side

Follow the rules of game of Tipsy above but in this case Tipsy leads spinning on the long end. The other tops spin with the short end down.

TIPSY TOPSY TURVY

Played on the Checker Board Side

A variation of the above. Topsy the white top to lead, all the tops to spin with the long end down.

TOPSY

As a variation to Tipsy, Topsy is the white top and leads in the spin—Thus Topsy runs the risk of a forfeit.

TURVY

A still further variation of the above is for Turvy, the red top, to lead.

HALF MINUTE BATTLE

See how many of the three tops you can make spin half a minute each (tops small end down). The opponent next tries with the three tops--3 rounds make a game.

LONG END BATTLE

Vary the above by spinning on the long end.

SPINNING BATTLE

See how long you can make the three tops spin (one at a time). Three spins make a round—Three rounds make a game. The total time of all three tops decide the game.

THREE MINUTE BATTLE

Spin the tops in succession, following after the preceding top has ceased to spin.

The least number of spins in three minutes decides the game for that side.

SPINETTE

Played on the Crokinole Side

Each player spins all three tops as quickly as possible (all tops spinning at once). When the three tops have stopped spinning the count is as follows: Any top inside the post circle count 15—inside the second circle—10. If inside the third circle count 5.

No top counts unless inside one of these circles.

Any top spun on the long or handle end counts double.

The first person scoring a total of 50 points wins.

(A top going into the center hole counts nothing).

DITCH CARROM GAME

Ditch Carrom is played on the Crokinole side of the board by placing sixteen men in the center within the circle. In order to mix them up well they may be placed one black, then one white, making four rows of four men each. The ditch is the space between rim of board and large circle of diagram.

The object of the game is to use the red man as a player to force your opponent's men into the ditch. Two or four can play. Partners sit opposite, and each player plays from the large circle between the pockets on his side of the board.

The shot is made by placing the finger close to the red man, and forcing it with a shove or a snap.

RULE 1. Each player's turn continues until he misses knocking one of his opponent's men into the ditch. The ditch is outside the large circle. In case he forces one of his own men into the ditch, they are off the field and lost in the count.

RULE 2. If a player ditches one of his own men, his turn is lost, unless he also ditches one of his opponent's.

RULE 3. In case a man is knocked into the center pocket, a count of five is made for the side to which the man belongs, and the man is taken off the board. If the red man goes into the center pocket or off the board, the player ceases to play, pays forfeit, and the next person takes his turn.

RULE 4. Forfeit. If the red man goes into the ditch or hole, or off the board, the player shooting it shall put back one of opponent's men in the center or as near center as possible. These forfeits shall be placed touching each other in the circle as nearly as possible without moving men already on the board; but no other forfeits shall be made of any men ditched at the same time.

RULE 5. After one side has ditched all the opponent's men, a count of five each is made of his own men on the board. The men are then placed in the four rows in circle as before, and game continues to 50.

STACK CARROMS

This is the regular game of Carroms. Stack the rings (alternate colors) in the center of the board so you have 12 pairs of two rings each and the single black in the center. Scored as in "Carroms."

DISPLACEMENT .

Place 4 red rings and 3 green rings on the line 3-4 evenly spaced so you have alternately a red and then a green, etc. Always shoot from the line 1-2 and try to merely displace the red rings without touching or in any way moving a green ring. Turn is lost by missing, or disturbing a green ring. Game is 5 turns for each player. Set up anew for each turn or if one player gets all 4.

FREE CHOICE CARROMS

Place all the rings on the board as near the center as you can. Now shoot the rings in the pockets, using any other ring as a shooter. You may select a new shooter at each shot if you like. The score is reckoned after the board has been cleared twice, thus giving the second player the chance to be the first player on the second round.

THREE RING CARROMS

Place any 3 rings on the line 1-2 (equidistant). Now shoot any ring and try to hit the other two. Score 5 for each successful shot. If a ring goes into a pocket place it at center. A turn continues until a miss. Game 50 points.

BLACK JACK

Place the black ring in the center of the board. With a bank shot try to hit the black ring into a pocket. Three shots constitutes one turn (all shots must be "banked") but if the black ring is pocketed before taking 3 shots the turn is over. All shooting is done from outside the

large square and the white shooting ring may be repositioned for each shot, but the black remains where it lands until the turn is over. If you pocket the black the first shot score 15, if on the second shot score 10, if on the third shot score 5. If the black is not pocketed score one for each time it was hit. A direct hit or white shooter going in pocket loses turn, but score already made counts. Game 35.

COUNT RIGHT

Play the regular Carrom game, only put a numbered disc in each ring as far as they will go. A ring without a disc counts one point, the others according to the disc number, the black ring counts 20.

When a ring must be put back in the board, the highest numbered ring is forfeited.

The highest total score wins.

THREE SHOT CARROMS

Play the regular Carrom game, each player has three shots only whether a score is made or not.

Or it may be played—a player has only three consecutive turns, then the score is counted and the rings all put back. The other player now takes three turns.

SEVEN IN LINE

Bank to the center to see who gets first turn.

Place seven rings of one color on one side of the board along the line 1-2 (space them evenly). The other player does the same thing on line 3-4 with the other color.

Shoot any ring, trying to pocket the opponent's rings. If missed put one of your opponent's rings back on the board. If your own ring goes into the pocket, it stays there and you put one of your opponent's rings back on the board. The winner is the one last on the board.

BANK CARROMS

Place the rings in the center of the board, then instead of hitting the rings directly, shoot only "Bank" shots. Each ring you hit you take. All shooting is done from the numbers 1-2-3-4 near the pockets. A direct hit means loss of turn, a miss means loss of turn. If your shooter goes into a pocket you lose the rings (put them back on the board at the center) that you made on that shot and three more.

CHECKERS

The game of Checkers is more easily learned from those who know how to play than to be studied out from rules. In nearly every family some one is familiar with the game. We, therefore, do not furnish any rules for the regular game.

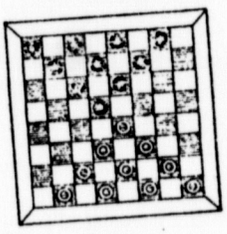
GIVE AWAY

This game is a variation of Draughts or Checkers; the object being to give away all your men before your adversary can give away his; or to block yourself so that you cannot move.

The secret of success in this game is to get your men on such squares so that they cannot be compelled to jump to the king row.

The same rules apply as in checkers.

PYRAMID CHECKERS



Two persons can play this game.

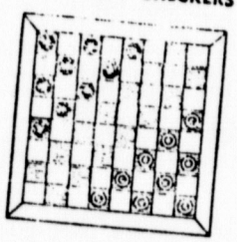
Place the men as seen in the above cut in the form of pyramids, using 10 green and 10 red rings on the dark colored spots of checkerboard.

The object of the game is to get your men upon the squares of the pyramid on the opposite side. The moves are forward only, never backward.

You can jump a man of either color but you are not compelled to jump.

The person getting the nearest to a complete pyramid before the game is blocked is the winner.

DIAGONAL CHECKERS



This game is played by two persons.

Sit square with the board and place nine men on the dark colored squares, having a single dark square to your left as seen in the cut above.

The rules in the regular game of checkers are to be followed in this game with the exception that the men are **crowned kings only** when they reach the **corner dark colored square on the opposite side.** The three men in the upper and lower dark colored squares are common soldiers that can never be promoted to the royal position of king, but they may be skillfully used in the game.

This game will afford a great deal of **pleasurable variation from the ordinary game of checkers** as it requires very skillful playing to get many kings.

THE HAWK AND THE SPARROWS

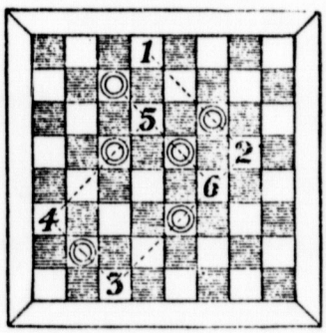
Two persons play this game, using checkerboard.

The white rings represent the sparrows. Place four of them on the last four dark checker squares on the opposite side of the board from you, and one black ring, "the hawk," on the dark corner square nearest to you. The men can move only one square at a time diagonally, the sparrows forward only, the hawk forward or backward. There is no jumping or capturing and the object of the sparrows is to pin the hawk in so that he cannot move. If the hawk can reach the open field behind the sparrows he is free and wins the game. The game is a certainty for the sparrows if properly played. Work this puzzle game out.

CHESS

While this game is played on our checkerboard, we do not furnish the Chessmen. They can be had at any book store, and we do not furnish the rules.

POLISH DRAUGHTS



This game, though intended for a special board of 100 squares, can be played on an ordinary checkerboard, differing in two particulars only, viz.: the men move forward only, but have the additional power of taking backward, and kings can go any distance at one move, provided road is unobstructed, and can capture any piece which is on the diagonal not protected by another piece immediately behind it.

Kings can also go on for any number of squares beyond the captured piece, and then turn a corner to capture another piece as in diagram No. 1, for instance, the Red king could capture all six of the Green men by jumping the first one only and then turning to the left and continuing to turn to the left after every capture as shown by the numbered squares, which indicate his five successive turning points.

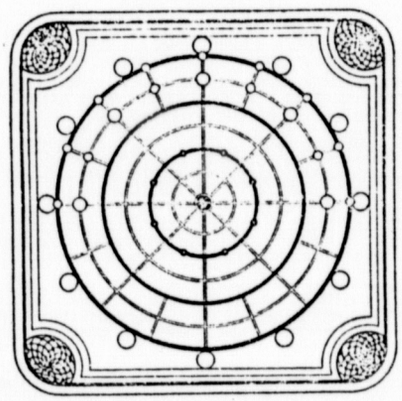
If in capturing a piece, man jumps into the king row, that would not end the move if he can capture another

piece by jumping backward out of the king row again. As this takes him away from the king row before the move is complete, he will not be a king until he gets back to the king row.

In other respects the same rules govern as in ordinary checkers.

THE SPIDER AND THE FLIES

Not a Shooting Game



This game is somewhat like checkers. It is for two persons, one playing the spider, the other the flies. The board represents a spider's web, in the center of which is his den. Large and fierce, he can fly across the board, spider-like, and seize his prey, the flies. The spider can be beaten by the best of playing on the part of the flies. They are very evenly matched, however, and a single error by one fly may sacrifice all his fellows.

Men. The game is played with 19 pieces, namely, 13 **yellow** flies, 5 **green** flies and 1 spider **black** (ring). The green flies each count 3 and the yellow flies 1, making a

total of 28 points. They are arranged as shown in the diagram, the spider occupying the center. The entire diagram may be used by either side as the game proceeds.

Object of the Game. On the part of the flies, this is to get 15 points into the spider's den (counting each green fly 3 and each yellow fly 1), thus theoretically capturing it, and driving him out. When this is done the flies win.

The object of the spider is to capture 15 points, having done which, he wins.

When a fly gets into the center (den) it counts 3 or 1, as the case may be, and for convenience is removed from the board; likewise, when a man is captured by the spider it is taken off, the side first securing 15 points being the winner.

The two players move alternately, the one having the flies moving first.

The Flies cannot jump. They move only one space at a time (from one crossing to another), towards the center, or to the right or left, but not away from the center.

(NOTE—If the flies find it too difficult, the **green** flies only may be allowed to move away from the center.)

The Spider may move in a straight line on any of the lines running toward the center as far as he pleases (if there are no flies in the way), but he cannot pass over the double circle (except by a jump) either going out or coming in without stopping there one move. So, it will be seen he may jump from his den to the double circle, or through his den from one side of the double circle to the other, at one move.

On all the circles except the double one the spider moves the same as the flies, one space at a time. But on the double circle he may move one-fourth of the way around, or less, at one move (there being no flies in the way.)

A fly can be jumped only when it is within the spider's reach in accordance with the above rules, and when there is no fly between it and the spider, and when the next crossing beyond it is vacant.

The spider must jump when he can.

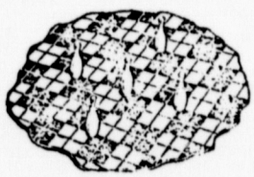
Having jumped a fly, the spider continues at the same move to jump each fly ahead of his that has only one crossing between it and the last one jumped, no matter in what direction these jumps take him, stopping at the next crossing beyond the last fly.

A fly on the double circle within the spider's reach may be jumped.

When on the double circle the spider may jump a fly that is one-fourth of the way around, or less. After taking one such, however, each other fly that he jumps at this same move must have but one vacant crossing between it and the last one jumped, as on other lines.

When the spider is in the den, a fly cannot move in.

FIVE-PIN CUBAN CARROM GAME



Two to four persons can play this game.

Place the pins as in illustration cut. Each player takes five rings and plays in turn, one shot at a time.

In order to make a count the shooter must carrom from the cushion or rim of the board, or from another ring, and knock down one or more pins. Playing direct at pins is not allowed.

Twenty-five points constitutes a game. The center pin counts 5 and the outside pins 2 each.

In case no player has succeeded in making a count of 25 after the pins have been set up five successive times, then the one having the largest score wins the game.

SEVEN BATTLES

(Trade Mark)

Played on the Crokinole side of Board

This exciting game is a new and interesting departure from the regular Crokinole Game. It is governed by the same general rules as Crokinole, except in the following respects:

A game consists of Seven Battles, each battle lasting one minute. It is best to have an umpire or time keeper, but if this is not convenient the watch may be placed in sight of the players.

When the game is called the player selected to open the first battle shoots for the center. All the players then open fire regardless of order, the object of each being to use his ammunition to the best advantage during the minute. If a player runs out of ammunition before the battle is over, he must stop.

When the minute is up time is called and no more shots can be fired in that battle. The count is then made as in Crokinole, the side having the largest score winning the fight.

The war thus continues until Seven Battles have been fought. The side that wins four out of the seven battles is victorious.

DITCH CROKINOLE

(Trade Mark)*

Played on the Crokinole side of Board

This game is for two or four persons, partners sitting opposite. The Field is the raised center of the board and the Ditch the space between the field and rim of board.

It is played with 16 rings (8 red and 8 green) grouped in center of board, players using white rings for shooters.

There are several methods of grouping the rings.

One is to place them in four rows of four rings each, alternating colors, two rows each side of hole in center, open space between rows towards player opening round.

Another is to group them as close as possible around hole in center of board, but no ring in the hole.

Another is to place two rings, (one red and one green) on the circle in each space between posts.

Still another, and perhaps the best, is to place a ring against the inside of each post, and touching each of these rings towards the hole in the center, place another ring. Alternate colors so rings will stand against posts red-green then green-red and so on.

To Begin the Game group the 16 red and green rings by one of the above methods, and the first player then opens the round.

The Object of the Game is to ditch all of your opponent's rings before he ditches yours.

RULES

1. Each player must use a white ring for a shooter, and shoot each time from the line of the outer circle and between the two short lines on his right and left. He may place his shooter half way across the short lines.

When shooting, if the shooter is moved at all, it shall be considered a shot.

2. Players must keep their hands and shooters off the board except when playing. If a ring (red or green) strikes any player's hand, whether he is playing or not, it must be placed in the ditch, if it is his own color, but if an opponent's ring it remains on the board where it stops.

3. Players must not remove the board or their seats while the round is in progress, but a player may change his position in his seat.

4. Each players turn continues until he fails to ditch one of his opponent's rings.

5. When a player's shooter goes into the ditch, into the hole in center or off the board, the player loses his turn and pays a forfeit by replacing one only of his opponent's rings as near the hole in the center as possible without moving other rings.

If a player owing forfeit has none of his opponent's rings ditched he owes nothing.

6. When a player ditches one of his own rings he loses his turn unless at the same time he ditches one of his opponent's rings.

7. If a ring of either color goes into the hole in center a count of 5 must be added immediately to the side to whom the ring belongs, and the ring removed from the hole and placed in the ditch.

8. As soon as one side has ditched all its opponent's rings the round is closed and it counts all of its own rings remaining on the field as follows: All rings inside of and not touching inside circle, 5; inside of and not touching middle circle, 4; touching middle circle and outside of same anywhere on field, 3.

9. Side first scoring 50 points wins the game.

RING POST CROKINOLE

(Trade Mark)

This game is for two players (although four may play), and its is played with 8 rings, (4 red and 4 green) using white rings for shooters.

One ring is placed over each rubber post, alternating colors.

Each player shoots in turn trying to shoot his opponent's rings off the posts.

If he shoots one of them off a post, and it stops on the field he loses his turn. If he shoots it into the ditch or off the board he has another turn.

If any of a player's opponent's rings are on the field he must ditch them before shooting at a ring over a post.

If a player's shooter goes off the board he must repost one of his opponent's rings, if one is in the ditch. If none are in the ditch he owes nothing. No other forfeits are required.

If a player shoots one of his own rings off a post it must remain where it stops.

If a player's shooter goes into hole in center of board, he loses his turn but pays no forfeit.

After all the rings of one side are ditched the other side counts its own rings remaining on the field as follows: Any ring over a post counts 20; any ring inside of and not touching the inside circle, 10; any ring elsewhere on the field, 5.

If any player shoots any ring (except his shooter) into hole in center, a count of ten is made immediately to the side having that color. The ring remains in the hole and must be ditched from there by opposite side before shooting at a ring over a post. Player shooting the ring into the hole loses his turn.

Side first scoring 100 points wins the game.

CHILDRESS; OR SIX-PIN POINT GAME

Two to four persons can play this game, each taking six rings.

Set up six Ten Pins on the Backgammon points opposite, and shoot to knock down one of the four inside pins without knocking down two. This gives you a second shot and allows you to shoot the end Pins.

If at any time you knock down two, or miss striking any, your play ceases. Knocking all pins down in six successive shots, gives you a double count on the next round. A round is six shots for each side unless all pins are knocked down in less.

The game is completed when each party has had the pins set up three times. The one having the largest score wins the game. After every shot clear the field of dead pins and rings.

KNOCK-OUT

Played on the Spider and Flies Side of Board

The object of this game is for each player to bank his rings so they will remain inside third circle from center of board. This can be done by shooting against any side of board. Each player has two shots in turn, letting his ring remain where it stops. Opponent's rings should be driven out of circle if possible, but this must be accomplished with a bank shot. If knocked out with a direct shot it must be replaced in original position.

Each ring remaining inside third circle counts 5 points, if inside smaller circle (Spider's Den) it counts 10 points, and total count for player or side is the amount of their score less that of their opponent's.

50 points constitute a game.

NEUKRA

Played on the Spider and Flies Side of Board

Place a Carrom ring in spider's den. Then each player in proper turn shoots across the board endeavoring to make a bank shot so as to hit the ring in center, that it may be crowded over to his own side of the board between shooting line and rail. The player accomplishing this scores five points, replaces ring in center and has another shot, continuing until he misses. The ring must be replaced after each shot should it be moved from the center.

Should either ring be pocketed no forfeit is paid.

Ring to score must be entirely within shooting line.

Fifty points constitute a game.

BOWLING CARROMS

Place 10 rings as in ten pins bowling so that the "head" ring is in front of pocket number 3. Place the other 9 rings behind this head pin so that all 10 rings form a triangle whose base is diagonal with the board and whose apex points toward pocket number 1. Rings should be spaced so that they do not touch. Shoot from number 1 each time. Each player has 5 consecutive shots before the rings are reset and the next player takes his turn. If the shooter goes into a pocket, one shot is lost. Game is 3 turns each. (If the shooter goes into a pocket on the 5th shot, deduct one shot from next turn, and if it goes in on the last shot of last turn there is no forfeit.)

FOUR PIN CIRCLE GAME

Played on the Checker Board Side

Set the pins in center of board as in the Cocked Hat and Feather Game, following the same rules of the Ten Pin Top Game, with the exception named in Three Pin Circle Game.

FIVE BACK SPIN

Follow the rules of Four Pin Circle Game, setting the Pins up in center of board as in Five Back.

HEAD PIN FOUR BACK CIRCLE

Set the pin in center of checker board in same position as in the Head Pin and Four Back Game. Follow the rules of the preceding game.

SEVEN UP SPIN

Place the pins in center of checker board in same position as in Seven Up Game.

SPOT GAMES

The above games may all be varied still further by placing the pins at the corner of the Board, as in Ten Pins, always, however, on the opposite side from the player. These games will be more difficult on account of losing your top in the pocket.

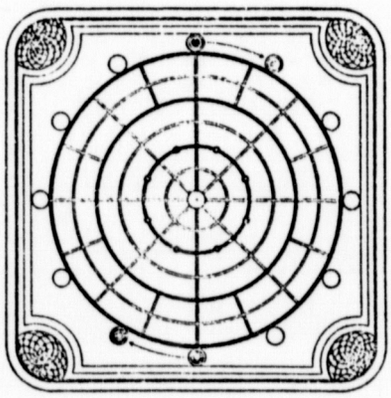
AROUND THE CLOCK

This is a game for two players, and rings of corresponding color are placed on the red and green circles around the outside edge of the outer ring on the Crokinole side of the board. Each of the small circles designates an "hour mark," in identical position to the hour numerals on a clock. The object of the game is to "go around the clock," starting at 12 o'clock position. The player who goes around the clock first, by pocketing all of his opponent's rings in proper sequence, starting from 12 o'clock, wins the game.

The "12 o'clock" position can be either of the red circles (representing the clock dial) directly in front of one player, or on the opposite side of the board. The players decide,

between themselves, which of these circles shall be designated as "12 o'clock" before starting the game.

Equipment needed: 6 green rings, 6 red rings and 2 white shooter rings.



RULES

1. After all of the rings are placed on the clock circles (6 for each player), the player opposed to the one whose color appears on the 12 o'clock position starts the game. In other words, you start "shooting" at the 12 o'clock ring if it belongs to your opponent. Each shooter uses a white shooting ring.

2. All first shots (at the beginning of each player's turn) must be made from the center of the board . . . that is, inside of smallest circle area (NOT from the hole).

3. If the shooter strikes the ring that is being aimed at . . . that is, if he is shooting at the 12 o'clock position, for example, and strikes the 12 o'clock ring . . . then he gets another turn and shoots from whatever the position his shooter may be occupying on the board. He keeps on

shooting in this manner, following the opponent's "target ring" until he either misses or scores by knocking it into a pocket.

4. When the player succeeds in pocketing the opponent's ring, then he again places his shooter in the central portion of the board and shoots at opponent's next ring in sequence, clockwise, from the ring already pocketed. For example, if the opponent's first ring was on the 12 o'clock position, the next will be at 2 o'clock, the next at 4 o'clock, and so on. Each of these rings must be pocketed in the proper order.

5. Any of the opponent's men left on the playing field, out of position, after a player finished his turn by "missing" or "scratching," must be replaced on their proper clock-dial circles before the next player takes his turn.

6. If the player's shooter ring "scratches"—that is, goes into the pocket with opponent's ring or by itself, then the pocketed ring is replaced on the clock marking originally occupied and the player ends his turn.

7. If either the shooter ring or the ring that is struck moves any of the other rings off their positions on the clock dial circles, then this is declared a "foul" and the displaced ring must be put back in its original position and the player loses his turn to his opponent. It doesn't matter whether the displaced ring belongs to the player who is shooting, or his opponent—it must be put back where it belongs on the proper clock dial circle and this ends the player's turn.

8. Each player must continue to work on the opponent's ring—that is, in the proper clock sequence until it is pocketed, before he can start to play on the next ring. One player may still be working on the 3 o'clock ring, for example, when his opponent completes the circuit around the clock and wins the game.

9. This game can best be played on the revolving stand, as each player either walks around the board to make his various shots, or, when using a revolving stand the board itself is revolved and the play proceeds in a sitting-down position for both players. It is important, however, that the players remember the 12 o'clock starting point and continue from this point, in the proper order around the clock.

CLOCK-O

This game is played using the clock dial circles on the Crokinole side of the board.

Equipment needed: One ring and one "fly" (small yellow and green markers) for each player, and a pair of dice.

Object of game: To go around the clock with each player's ring and fly, which represent the "Hour" and "Minute" hands. Two, three or four people can play it.

RULES

1. Each player places a ring with a fly on top of it, on the clock circle immediately in front of him. This would be at the hour, quarter-hour and half-hour positions on the dial.

2. In view of the fact that there are only two colors of rings and two colors of flies, the game would be played as "partners" if more than two are playing. So, preferably, it should be played as a two-handed or four-handed game, and if playing three-handed, then the lone player, opposing the other two people, playing as a "team," should be given a handicap of a certain number of hours, as may be agreed upon among the players. For example, instead of starting at the 12 hour position, the player would advance his markers, say, two hours, so that he would only have to travel 10 hours to reach his goal, which is the dial position immediately in front of him.

3. The play is clock-wise, and the rings represent the hour hand for each player, and the fly the minute hand.

4. To start the game, each player rolls the dice and the one who rolls the highest number gets the honor and starts the play.

5. The player rolls both dice, and if he rolls a double, then he moves his hour hand (the ring) one hour ahead. If he had not yet moved the minute hand, then both the ring and "fly" (minute hand) are moved together. If he rolls any numbers other than doubles, then the player adds the total indicated by the dice and moves his minute hand forward that number of minutes, in even multiples of 5, as the clock dial markings are spaced 5 minutes apart. For example, if you roll a 5 and a 2, this makes a total of 7 . . . so you can move only 5 minutes forward, which would be the next circle on the clock dial. In the same way, if you roll a 3 and a 2, this equals "5," so you move forward one circle. If you roll a 5 and 6, this totals 11, so you would move your minute hand marker forward two circles, or 10 minutes.

6. Each time that you complete the circuit around the clock dial with the minute hand, you have gained one hour and therefore move your hour hand marker (the ring) forward to the next hour circle. This makes it possible to win the game by rolling large numbers which will move the minute hand forward rapidly and, in this way, count up "hours" without rolling "doubles."

7. When a player "catches up" or lands on the same space as occupied by an opponent (either hour or minute marker), then the opponent moves back one space. If that particular space is not open, then the penalized player must move backward to the first open space beyond the position he is occupying. (This is called a "turn back").

8. After the hour hand has made the full 12-hour circuit, returning to the starting point, the player must continue moving his minute hand until it, too, reaches the exact 12-hour starting point. After the hour hand has made the 12-hour circuit, then the minute hand can move forward on "doubles" for the total amount of the dice thrown.

This game is a dandy "time killer" both for children and adults and provides "hours" and "minutes" of relaxation and entertainment.

KEEP A DATE

This game is played on the clock-dial circles, and the object of the game is for the two players to "get together," thus "Keeping A Date" with each other at a specified hour. The player who succeeds in keeping the date is, of course, declared the winner.

Equipment Needed: One red ring, one green ring, one yellow and one of the small green markers, and one of the dice.

RULES

1. Each player places his ring on any hour circle he may wish, and leaves the ring there. This represents the time set by each player, at which the date is to be kept.

2. The players take turns rolling the dice, and beginning with the 12 o'clock position in the clock dial circle, will move clockwise with the small marker in an endeavor to stop on the circle occupied by the opponent's ring. If the player rolls a number that places him on the same circle as the one occupied by the opponent's ring, then he has kept the date and wins the game.

3. If a player rolls a number that would place his small marker on the space occupied by his ring, then he places the small marker on top of the ring and on subsequent throws moves both markers together, as a unit, thus changing the time of the "date," but the other player must

remain in the position originally selected, unless he, also, covers his ring with the small marker, in which case he also moves them both, together.

4. Whether moving single or double units, the players continue until one catches up with the other, and this ends the game.

WOLF DATE

This is a variation of "KEEP A DATE," and is played on the "clock dial" and spider-and-fly diagram.

The object of the game is for the "Wolf" to catch up with the "Tomato," represented by the opponent's ring. The player who accomplishes this first is the winner.

Equipment needed: Two rings (one red and one green), and two of the small, colored markers (flies).

RULES

1. To start the play, each player rolls the dice and the one rolling the highest number starts the game.

2. Each player selects any desired spot on the clock dial and places his ring on this spot. The two small markers (flies) are kept in the "wolf" circle, which is the starting point, and move from this point in pursuit of the "Tomatoes," which are represented by the rings.

3. The moves are made according to the "number" turned up in rolling the dice. Each player moves away from the center of the board along one of the four straight lines that run into the small clock dial circles, each of the ring intersections being considered as a "one" count. For instance, it takes a 6-count to move from the center to the outer circle. The total of both dice can be added together and included in the "Wolf" move, or a number turned up on one die can be used for moving the "Wolf" and the other for the "Tomato."

4. Once the "Wolf" marker has reached the outer circle, it can be moved in either direction, counting each of the clock dial circles as a "one" count.

5. The "Tomatoes" (the rings) can move only along the outer circle in one direction (clockwise) in their efforts to escape the pursuing "Wolf" (represented by the small marker). The wolves, however, can move in any direction desired, across the board along the diagonal lines or along any of the circles . . . but each move must be a continuous move along a definite route. That is, the "wolf"

cannot be permitted to zig-zag back and forth between circles in order to make his "count" for that throw add up to the right number to catch the "Tomato" he is pursuing. Also, as pointed out in Rule 2, the wolf must move along one of the four straight lines that go out to the clock dial circles, in order to be able to travel around the dial.

5. If one "Wolf" catches up with the opponent's "Wolf," rolling a number that stops on the same spot as the one occupied by the opponent, then he throws the opponent out, forcing him to go back to the center and start over.

6. Neither wolf can "keep a date" with his own "Tomato," so if he rolls a number that would stop on the clock dial circle occupied by his "Tomato" ring, then he would have to use that number to move in another direction.

7. Neither "Tomato" shall be permited to occupy the same circle as the other, and if either player rolls a number that places the "Tomato" ring on the circle occupied by the opponent, then he will have to move his "Wolf" marker instead.

8. This game of pursuit—two "Wolves" chasing two "Tomatoes"—can prove very hilarious, and the loser, by pre-arrangement, shall "treat" the winner, thus adding a touch of realism to the "date." This makes excellent "boy and girl" game.

MINNESOTA BACKGAMMON

This game can be played on all Carrom boards that have the Backgammon feature. It is a simplified version of Backgammon that is easy to learn to play, even for the young children. It is very fast, highly competitive, can be played with a certain amount of skill and strategy, and is very diverting and entertaining.

Equipment used: 12 red rings, 12 green rings, and the pair of dice.

Object of the game: To travel around the entire board with each of the 12 rings, and line them up in a single "King Row"—that is, one row for each player—side by side, occupying that last two Backgammon pyramids on the No. 4 section.

This is a game that is limited to 2 players

RULES

1. The play starts on the No. 1 section (the six backgammon pyramids between No. 1 and No. 2 pockets.) This is called the "setting" board. In other words, before any player can proceed to the No. 2 section he must "set" all of his men on the No. 1 board. Therefore, he can play around the entire board at will, as fast as he pleases.

2. To begin the game, each player, in turn, rolls the dice for "high count," and the one who gets the high number will make the first throw for starting the game.

3. The starting player rolls the dice and places two rings on the "setting board" pyramids . . . one ring for each number indicated by the dice . . . counting from the No. 1 pocket position, moving toward No. 2. If he rolls a "double," then both rings are placed on the same marker. On the other hand, if he rolls "singles"—for example, a 1 and a 5, then a single ring is placed on each of these markers.

4. The next player now takes his turn and rolls in the same way. If he gets a number that places his ring on the same marker as one of his opponent's "singles," then he throws it out and places his ring on the marker in its place. However, if the opponent has covered a marker with a second ring, then it is safe and the player who rolls this number misses that particular turn. In other words, if one player has two rings on the No. 3 marker and one ring on the No. 5, and if the opponent rolls a 3 and a 5, he cannot place his man on the No. 3, but can throw out the opponent's single on No. 5 and place one of his men in its place.

5. This play goes on until one of the players has **all 12 of his men placed on the "setting board,"** the players throwing each other out as rapidly as possible and resetting and "covering" to protect their men from again being thrown out. It is possible for one player to occupy four or more of the Backgammon pyramids with "doubles" and extensions thereof, thus leaving only one or two spaces open for the opponent to place his men, which handicaps him until the player who has occupied most of the board starts moving his men onto the other boards.

6. As soon as a player has all of his men "set" on the No. 1 board, he is at liberty to move his men in any way he sees fit, from the first board to the next board, or continue with individual men all the way around the board to the last marker. He may add up the total count

for each throw of the dice and move one man for the full count (for example, he can move one man 12 places on a "double six" throw), or he can move two separate men—one for each dice count.

7. The first man to reach the last place on the board (the sixth pyramid on the No. 4 board) endeavors to retain this as his "King Row," and can do so by protecting the first man with a second on the same point. This now protects these men against being thrown out, and all the rest of this player's men must be added to this row before the opponent completes his row, in order to win the game. The second player takes the next to the last place for his King Row and must move his men into this final position.

8. Each player pursues the other player's men around the entire board and tries to "knock them out" whenever possible, this being done of course only when catching up with an opponent's unprotected "singles."

9. On "double" throws, two men may be moved at a time, thus being moved forward in perfect safety, as the opponent cannot throw out a man protected by another. As many men as desired can be placed on any point on any of the playing fields.

10. It is considered smart strategy by some players to endeavor to "blockade" the opponent—especially on the No. 2 board, by occupying as many points as possible with "doubles" or "strings," thus creating a broad hurdle for the opponent to get across. In other words, the opponent then must roll high numbers in order to get past the blockade created by the other player. On the other hand, some players prefer to move openly, rapidly and aggressively, taking one man at a time around the entire circuit, constantly pursuing and knocking out any "singles" that may be available for capture.

NOTES

Before Ordering

READ THIS CAREFULLY

Combination Carrom and Crokinole Game Boards are on sale at all leading toy dealers and department stores. Extra equipment can be purchased direct from Carrom Industries, Div. Shampaine Industries, Inc., Ludington, Mich. When ordering equipment, be sure to always specify style of board, because the equipment for the different boards is not always the same.

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Felt Cushions, strips for Carrom Board, per set	.30
Posts, Wooden, for Crokinole Board, with screws, set of 8	.30
Pockets, Carrom Board, per set of 4	.50
Rings, Hardwood Carrom (hollow), per set	1.00
Rule Books, each (state style)	.25
Spider and Flies Men, per set of 19	.35
Stand, Revolving Floor	3.00
Tops, Archarena, per set of 3	.25
Tenpins, per set	.50
Cues (per set of 2)	1.00

ALWAYS GIVE STYLE OF BOARD WHEN ORDERING

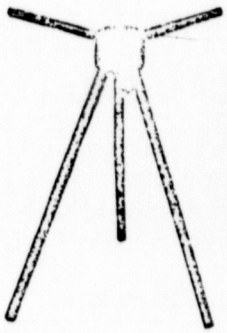
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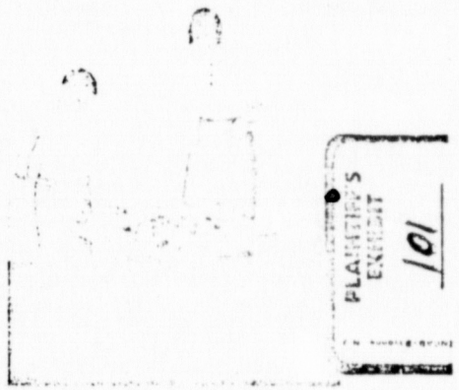
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Rules for Games

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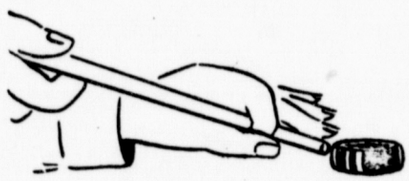
PLAY SUGGESTIONS

Games of Carom and Crokinole are described in the rules as being played by finger snapping the rings. However, all such games can be played with cue sticks as well. Two cue sticks are included as part of the playing equipment.

For best playing results, we illustrate below how to shoot rings with your fingers and how to use the cue stick:



Keep the index finger close to the Shooting King. The finger should push instead of striking the ring.

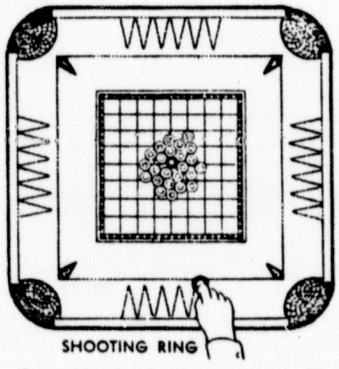


RING CAROM

This game is played on the checker side of the game board.

Equipment: 12 red rings, 12 green rings, 1 black ring, 2 white Shooting Rings.

Object of the game: To hit into any pocket, by means of your Shooting Ring, all of the rings of your selected color and the "wild" black ring. Total of 30 points wins the game. Each ring counts 1 point except the black which counts 5.



SHOOTING RING

The Game: Mix 12 red and green rings in the center of the board and place the black ring in the center of the group. The first player places his white Shooting Ring on the shooting line (the straight lines running from pocket to pocket) and finger-snaps the shooter into the group of rings. If any one or more of his colored rings is pocketed, he continues to shoot. Failure to pocket any

of his rings allows his opponent the opportunity to shoot and pocket the rings of his selection. Each player shoots every shot from the shooting line and not from where the shooting ring lies after a shot.

If the white or Shooting Ring should be pocketed, the shooter loses his turn, whether he pocketed a colored ring or not. Any colored ring which may have been pocketed must be placed at the center of the board, and the shooter must forfeit on the board one ring previously pocketed. No forfeit of a ring is required if a player has none to offer. If a player has to forfeit a ring and has none but the black ring, he must forfeit the black ring but retains the 5 point count. If a Shooting Ring and the black ring are both pocketed, the black ring is centered on the board and no additional ring is forfeited.

A player pocketing an opponent's ring as well as his own continues to shoot. He loses his turn, however, if he pockets an opponent's ring only. Opponent's rings when pocketed are not replaced on the board but are credited to the opponent.

A player whose Shooting Ring jumps the board loses his turn, forfeits a ring, and any ring pocketed is placed on the board. A colored ring jumping off the board is replaced as close to the center of the board as possible.

An "inning" shall be concluded when the black ring has been pocketed by any player and when all of the colored rings of one player have been pocketed.

SCORE: each player scores one point for each of his colored rings pocketed. Player pocketing the black ring scores 5 points. Player who pockets all of his rings, thereby concluding the inning, scores one point for each opponent's rings remaining on the board. Total of 30 points or any other agreed upon score determines the winner.

A Shooting Ring is considered played if the player's finger hits and moves it in the slightest.

ROTATION
(Variation of Ring Carom)

Played on the checker board side of the game board.

Equipment: Same as for Ring Carom except only one Shooting Ring.

Object of the game: Same as Ring Carom except:

1. Only one Shooting Ring is used by both players.
2. Each player shoots the Shooting Ring from wherever it rests after his opponent has lost his turn.
3. A Shooting Ring which is pocketed or jumps off the board is set into play by his opponent anywhere on the shooting line.

A player shooting from the shooting line cannot shoot directly at any of his rings that are on the same side of board if the rings are on or outside the shooting line. He may, however, shoot directly at any ring on the same side of the board if the rings are inside the shooting line.

4. A player in taking his shot forfeits a ring if he fails to hit either his own or his opponent's ring.

SCORE: Same as Ring Carom.

NAME IT
(Variation of Ring Carom)

Played on the checker board side of the game board.

Equipment: Same as for Ring Carom.

Object of the game: Same as Ring Carom.

The Game: Same as Ring Carom except:

The player must call his shot .... indicating the ring as well as the pocket he will be shooting for. A player's ring uncalled but pocketed is placed at the center of the board, unless it should be pocketed at the same time as a called ring is scored.

BANK IT
(Variation of Ring Carom)

Played on the checker board side of the game board.

Equipment: Same as Ring Carom.

Object of the game: Same as Ring Carom.

The Game: Same as Ring Carom except:

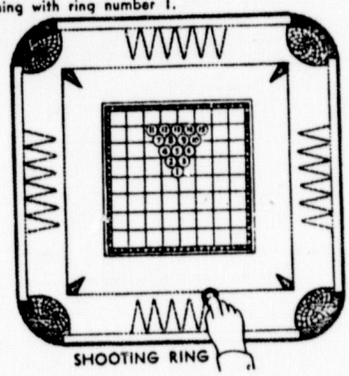
When shooting at rings lying between the shooting line and rim board, the shooter can not shoot directly at the ring but must bank his shot by first hitting the rim of the board.

NUMBERED RINGS
(Pocket Billiards)

Played on the checker side of the board.

Equipment: 15 rings of any color, paper numbered disks, one white Shooting Ring.

Object of the Game: To score more points than your opponent by pocketing numbered rings in rotation, beginning with ring number 1.



SHOOTING RING

The Game: Number any 15 rings by inserting in them the numbered paper disks. Line up the rings in a triangle as per illustration. The first shooter shoots at the No. 1 ring from any position on the shooting line. Any ring pocketed is good providing the lowest numbered ring on the board is first hit by the Shooting Ring. A ring pocketed without a player first hitting the low numbered ring is placed in the center of the set-up triangle and the shooter loses his turn. Each player must shoot the Shooting Ring from wherever it lies after his opponent has missed.

Each player must shoot for the lowest numbered ring on the board, and continues shooting whenever he pockets the lowest numbered ring or some other ring scored as a result of a hit of the lowest numbered ring.

A shooter loses his turn when:

1. He fails to first hit the lowest numbered ring.
2. He fails to pocket a ring.
3. His Shooting Ring is shot off the board.
4. His Shooting Ring goes into a pocket.

The player shooting after his opponent has allowed the Shooting Ring to go off the board or into a pocket, shoots at the lowest numbered ring from any point on the game starting line.

A ring going off the board is spotted in the center of the set-up triangle.

Any ring pocketed at the time a Shooting Ring goes into a pocket is spotted in the center of the set-up triangle.

SCORE: As a player pockets a ring, he should remove it. At the end of the game, after all the rings have been pocketed, each player totals his ring score and the player with the highest total is the winner.

DEDUCT
(A Variation of Numbered Rings)

Object of the Game: Same as Numbered Rings.
Equipment: Same as Numbered Rings.

The Game: Same as Numbered Rings except a stiffer penalty is exacted if the shooter fails to hit the lowest numbered ring first on any shot. The penalty is a deduction of three points.

WILD RING POOL

Played on the checker side of the board.
Equipment: 21 rings of any color, one white Shooting Ring.

Object of the Game: To pocket the most rings of any color, shooting at any ring from where the Shooter Ring rests.

The Game: Place 21 rings of any color in the center of the board. The first player shoots the Shooting Ring from any point on the shooting line. Any ring pocketed is a score for the shooter. Failure to pocket a ring gives the next player the opportunity to shoot at any ring from where the Shooting Ring lies.

If the Shooting Ring should be pocketed or goes off the board, the shooter loses his turn and he forfeits a ring, if he has previously scored any, by placing it in the center of the board. Any ring pocketed when a Shooting Ring goes into a pocket is also placed in the center of the board. Play, after a Shooting Ring is pocketed or goes off the board, is always resumed by the next player at the shooting line.

SCORE: One for each ring pocketed. Total score wins.

CALL THE BLACK
(Variation of Wild Ring Pool)

Played on the checker side of the board.
Equipment: Same as Wild Ring Pool, plus black ring.

Object of the Game: Same as Wild Ring Pool.

The Game: Same as Wild Ring Pool except:

1. Play with 21 rings of any color plus the black ring which is placed in the center of the group of rings when starting the game.

2. The black ring counts three points and can only be scored when the player calls the pocket in which he intends to score the black ring. If the black ring is pocketed without being called, the shooter loses his turn and the black ring is centered on the board.

SCORE: One for each ring. Three for the black ring. Total score wins.

SHOOTER IS WILD

Played on the checker side of the board.

Equipment: 12 green and 12 red, 1 white ring.

Object of the Game: To pocket the most rings by using any ring as the Shooting Ring.

The Game: The game consists of two rounds, with a round being called when all the rings on the board have been pocketed. Each player has the opportunity to take the first shot in a round.

All the red and green rings are centered on the table except a white Shooting Ring. The first player shoots at the rings and if he pockets a ring he continues to shoot, using any ring as a shooter. His opponent plays in the same manner after he misses.

After all the rings are pocketed, the second round is played, with the opponent of the first shooter taking the first shot of the round.

If a Shooting Ring is pocketed, the shooter loses his turn and forfeits a ring on the center of the board.

SCORE: One for each ring. Highest score at the end of two rounds is the winner.

POCKET COUNT

Played on the checker side of the board.

Equipment: 13 rings, 1 white Shooting Ring.

Object of the Game: To score an exact total of 40 points by pocketing rings in the numbered pockets. The score for each ring pocketed is based on the number of the pocket (a ring pocketed in pocket No. 1 scores 1 point, in pocket No. 2, 2 points, etc.)

The Game: Place 13 rings in the center of the board. The first player shoots the white Shooting Ring from the base line and tries to pocket the playing rings. The score for a pocketed ring is based on the number of the pocket. If a ring is pocketed the player continues to shoot. When a player misses, the next player shoots the white Shooting Ring from where it lies.

If the white Shooting Ring is pocketed the shooter forfeits his turn and any playing ring pocketed is placed back on the board.

SCORE: The first player who scores 40 and exactly 40 points is the winner. If a score in excess of 40 is made, the last ring scored becomes a "no count" and the next player takes his turn.

MIXER

Played on the checker side of the board.

Equipment: All the rings, 15 of which use the numbered paper disks.

Object of the Game: To score the highest number of points playing with all the rings, only 15 of which use the numbered disks. The black ring counts 25.

The Game: The same as Ring Carom except:

The numbered rings as well as the balance of un-numbered rings together with the black ring are centered on the board.

When a Shooting Ring goes into a pocket the player must forfait the highest numbered ring in his possession. The black ring is never forfeited.

SCORE: Each ring as numbered; un-numbered rings one, black ring 25.

SPOT SHOTS

Equipment: Same as Ring Carom.

Object of the Game: To hit into any pocket, by means of your Shooting Ring, all of the rings of your selected color and the "wild" black ring. Shooting must start at Position No. 1 and if a ring is pocketed the next shot is taken from Position No. 2. With each successful shot the player advances to the next higher numbered spot for his next shot.

The Game: In all respects other than the rotation of the spot for shooting after each successful shot, the game is played exactly as Ring Carom.

SINGLE RINGS

Played on the checker side of the board.

Equipment: 12 green rings, 12 red rings, 2 white Shooting Rings.

Object of the Game: To pocket each ring that you place in the center of the board by shooting at it from any numbered position spot. Pocket must be called for score to count.

The Game: Each player starts with 12 rings of one color and a Shooting Ring. The first player places one of his rings in the center of the board and attempts to pocket it with his Shooting Ring which is shot from any numbered position spot (1, 2, etc.). If he pockets the ring he keeps it, if he fails, he forfeits it to his opponent. Each player has one shot and passes his turn whether the ring is pocketed or not.

The game ends when one player has all the rings.

SINGLE RINGS VARIATION

Played on the checker side of the board.

Equipment: Same as Single Rings.

Object of the Game: Same as Single Rings except that a player who pockets a ring continues to shoot until he misses.

FOUR TRIES

Played on the checker side of the board.

Equipment: 12 red rings, 12 green rings, 2 white Shooting Rings.

Object of the Game: To score more rings than your opponent, each player having four successive plays.

The Game: Same as Ring Carom except a player has four successive plays. A play is counted only when a player misses a shot, not when rings are pocketed.

SCORE: Player with the highest number of rings pocketed after four successive plays is the winner.

BANK THEM ALL
(For the Experts)

Played on the checker side of the board.

Equipment: 15 rings with numbered paper disks, 2 white Shooting Rings.

Object of the Game: To score the highest number of points by banking every shot at the numbered disks.

The Game: Center the numbered disks rings on the board. Each player takes every shot from the Shooting line but must bank his Shooting Ring, that is, his Shooting Ring must hit the rim board before hitting a ring.

There are no forfeits for pocketing the Shooting Ring or going off the board.

SCORE: Player with highest total based on a total of the numbered rings scored is the winner.

REBOUND

Played on the checker side of the board.

Equipment: 4 green rings, one white Shooting Ring.

Object of the Game: To score a billiard by hitting two or more playing rings with your Shooting Ring. Total score of 30 points wins.

The Game: Four green rings are placed in the center of the board approximately six inches apart to form a square. The first player shoots a white Shooting Ring from any point on the base line in an attempt to strike two rings and thus score a billiard point. If the Shooting Ring strikes more than two rings, a point is added for each additional ring struck.

When a billiard shot is made the player continues to shoot. When a player misses, his opponent shoots from where the Shooting Ring lies.

If a ring is pocketed it is placed at the center of the board.

If the Shooting Ring is pocketed, the player loses his turn and forfeits one of his points. No forfeit of a point occurs if the Shooting Ring is pocketed on a billiard shot, but the player does lose his turn.

SCORE: The player who first scores 30 points is the winner.

EASY REBOUND

Played on the checker side of the board.

Equipment: 5 green rings, 1 white Shooting Ring.

Object of the Game: Same as Rebound.

The Game: Same as billiard except 5 rings are placed in the center of the board to form a square with a ring in the center.

POCKET REBOUND

Played on the checker side of the board.

Object of the Game: To score points by scoring a billiard (the Shooting Ring striking two or more playing rings) or exercising the option, after a billiard shot is made, to pocket a ring for a score.

The Game: Played the same as Billiard except after a billiard score is made, the player can continue to shoot for another billiard or can shoot to pocket a ring for a score. A ring when pocketed should be placed in the center. If the center is occupied the ring should be placed approximately 6 inches to the right or left of the center.

A pocket shot can only be attempted after a billiard shot has been made. After a pocket shot has been made a billiard must be attempted.

SCORE: The player who first scores 30 points is the winner.

ALL IN ONE

Played on the checker side of the board.

Equipment: 10 rings of one color, one white Shooting Ring.

Object of the Game: To score all of the 10 rings set up in front of a pocket in that pocket with 5 shots.

The Game: Set up a triangle of 10 rings of one color directly in front of a pocket. Line up the rings 4, 3, 2, 1 with the base of the triangle closest to the pocket, and without the rings touching each other.

The players shoot from the numbered spot diagonally opposite the rings, and each player has five shots to pocket all the rings. No score is counted unless all the rings are scored. If all rings are pocketed with 5 shots, one point is scored; if all are pocketed in 4 shots, two points are scored; if pocketed in 3 shots, three points are scored.

If the Shooting Ring is pocketed, any rings pocketed by the shot are set up in front of the pocket and a shot is counted.

SCORE: When both players have had a turn, an inning is counted. The player with the highest score at the end of three innings wins the game.

PURSUIT

Played on the checker side of the board.

Equipment: 3 green rings, 3 red rings, one white Shooting Ring.

Object of the Game: To pocket three rings placed on the backgammon (triangle) spots, the player being required to call the ring he expects to pocket and to continue to shoot at no other ring until the called ring is pocketed.

The Game: Each player places three rings of a color on alternating tips of the backgammon (triangle) spots on the side opposite from where he is playing. The color of the rings of each player should differ. One Shooting Ring is used and the first player shoots from any point on his base line at one ring which he selects to pocket. A missed shot permits the opposing player to shoot at one of his colored rings which he selects to pocket. A player must continue play on the selected ring before he can play another ring.

The player who first pockets his three rings is the winner.

If the Shooting Ring is pocketed the player loses his turn.

If a ring other than the selected ring is pocketed, it is placed on the backgammon spot. Rings moved from their spots during play remain where they lie.

HIGH POCKET COUNT

Played on the checker side of the board.

Equipment: 24 red and green rings, one white Shooting Ring.

Object of the Game: To pocket any ring in any pocket to accumulate a score of 70. The score for a

ring pocketed is in accordance with the number of that pocket, 1, 2, 3, or 4.

The Game: Bunch all of the green and red rings (24) in the center of the game board. Placing a Shooting Ring at any point on the base line, a player shoots to pocket any ring in any of the pockets. A ring pocketed is scored in accordance with the number of that pocket. A player continues to shoot from where the Shooting Ring lies after any score. He loses his turn when he fails to pocket a ring, when he pockets his Shooting Ring, or when any ring is shot off the board.

When a player loses his turn he totals his score and all pocketed rings are centered on the board without disturbing those still in play. The next player then shoots from the base line on his side of the board.

If a Shooting Ring is pocketed, the player loses his turn and forfeits any ring scored on the shot. If no ring is scored on the shot, the player forfeits points in accordance with the number of the pocket.

PENALTY

Played on the checker side of the board.

Equipment: 12 green and 12 red rings, 2 white Shooting Rings.

Object of the Game: To score more points than your opponent by pocketing any ring for one point scores, and your opponents ring for two point score. Total score after all rings are pocketed wins.

The Game: Place all red and green rings in the center of the board. The first player shoots his Shooting Ring from the base line in an attempt to score any ring in any pocket. When a ring is pocketed he continues to shoot from where the Shooting Ring lies.

When a players misses, his Shooting Ring must stay in play on the board where it lies. The next player has the opportunity to pocket his opponent's Shooting Ring

end, if successful, collects two rings from the opponent. The opponent pays off only if he has rings which he has pocketed.

The game ends when all the rings are pocketed. The player with the most rings wins.

A player loses his turn when he fails to pocket a ring, when a ring is shot or hit off the board, and when the Shooting Ring is pocketed. A pocketed Shooting Ring is placed in the center of the board.

BILLIARDS

Played on the checker side of the board.

Equipment: One green ring, one red ring, one white Shooting Ring.

Object of the Game: Using two playing rings and the Shooting Ring, a player tries to make a score by having his shooter hit both playing rings. A total of 30 points wins.

The Game: To start the game place the Shooting Ring on pocket spot No. 1 and a red playing ring directly opposite on pocket spot No. 3. Place a green playing ring on the base line midway between pocket spots 3 and 4. The player then shoots at one of the rings and attempts to carom the Shooting Ring so that it hits both playing rings for a billiard score. If successful, the player continues shooting from any point on the base line.

When a player fails to score, his opponent places the Shooting Ring at any point on the base line and proceeds to shoot for a billiard.

Any playing ring pocketed during a billiard score counts an additional point. If both playing rings should be pocketed during a billiard shot, two additional points are counted.

Should the Shooting Ring be pocketed or shot off the board the player loses his turn.

Playing rings when pocketed should be placed in the

center of the board. If both playing rings are pocketed, one should be placed in the center and the other on the base line at any point midway between any two pockets.

FOUR RING BILLIARD

Same as Billiard except made simpler to score by adding an additional playing ring which is placed in the center of the board to start the game.

WILD BILLIARD

Same game as Billiard except that any ring can be selected by the player to be the Shooting Ring after each shot.

OPTION BILLIARD

Played on the checker side of the board.

Equipment: 4 green rings, 2 white Shooting Rings.

Object of the Game: Using 4 green rings, and a Shooting Ring for each player, the object of the game is to score a total of 25 points either by direct pocketing of a green ring or making a billiard shot - hitting two or more rings with the Shooting Ring.

The Game: Space the 4 green rings in the form of a square in the center of the board, with the rings spaced approximately six inches between each other.

The first player shoots his Shooting Ring from anywhere on the base line and attempts to score a billiard point by hitting two rings with his Shooting Ring, or a point by direct pocketing of any ring.

When the first player loses his turn, his Shooting Ring remains on the board. The next player then places his Shooting Ring anywhere on the base line and shoots for a billiard or to pocket a ring. He can shoot at his opponent's Shooting Ring either to pocket it, or for a billiard shot.

A playing ring when pocketed is placed in the center of the board for further play. An opponent's Shooting Ring when pocketed is out of play, and is put back into play by the opponent when the player loses his turn. The Shooting Ring is played from any point on the base line. A player who pockets his own Shooting Ring or causes a ring to go off the board forfeits any points scored with the shot and loses his turn.

LINE - UP

Played on the checker side of the board.

Equipment: 6 green rings, one white Shooting Ring.

Object of the Game: To pocket, one at a time, a line of six rings by shooting at the end rings of the line only at all times. Each ring scored counts one point. Total of ten points wins.

The Game: Place six rings in a line at the center of the board. The first player shoots the Shooting Ring from the base line at either of the end rings in the column attempting to pocket the line of rings one at a time. When an end ring is knocked out of the line but not pocketed, and the line of rings not otherwise disturbed, the next player can shoot at the loose ring wherever it lies. Play on the loose ring is continued until pocketed.

If the line of rings should be knocked apart, either by shots directed at the end rings or at a loose ring when in play, the line is reformed and play starts over again.

The player shoots the Shooting Ring from wherever it lies, and when a ring is pocketed the Shooting Ring is placed in play again from the base line.

DOUBLE LINE - UP

Played on the checker side of the board.

Equipment: 6 red rings, 6 green rings, one white Shooting Ring.

Object of the Game: To pocket your column of six rings by bank shots only.

The Game: Player sitting at station between pockets 1 and 2 places six rings in a column, starting from a point on pocket spot No. 2 and headed toward pocket No. 3. The player on the opposite side of the board lines up his six rings in the same manner from the pocket No. 4 at his right.

The first player banks his Shooting Ring from the rim opposite him and tries to pocket the rings in his column. The Shooting Ring is picked up after each shot. When a ring is pocketed the player continues to shoot.

If a Shooting Ring is pocketed, the player loses his turn and places a ring in the column as a forfeit.

The player who first pockets his rings wins a round. The winner of two rounds wins the game.

SIX AT WAR

Played on the checker side of the board.

Equipment: 6 green rings, 6 red rings, 2 white Shooting Rings.

Object of the Game: To pocket six of your rings before your opponent pockets his.

The Game: Each player places six rings of a color on the Backgammon tips on the side opposite his station. The first player shoots his Shooting Ring to pocket his rings in any pocket. If he pockets a ring, he continues shooting until he misses. The Shooting Ring is played from where it lies.

The second player uses his own Shooting Ring and plays to pocket his rings. If a Shooting Ring goes into a pocket a ring is placed on the Backgammon tip and the player loses his turn.

SCORE: The player first pocketing all his rings wins a round. Winner of two rounds wins the game.

RING STACKS

Played on the checker side of the board.

Equipment: 12 green and 12 red rings, one black ring, 2 white Shooting Rings.

Object of the Game: The same as Ring Carom. The variation consists in placing in the center of the board the Black Ring surrounded by 12 stacks of 2 rings per stack. Each stack shall have a red and green ring, with 6 stacks having the red on the bottom and the others having the green ring on the bottom.

SCORE: Same as in Ring Carom.

STRAIGHT SHOOTING

Played on the checker side of the board.

Equipment: 4 green rings, 3 red rings, one white Shooting Ring.

Object of the Game: To shoot 4 green rings off a straight line without touching 3 red rings placed in between the green.

The Game: Place 4 green and 3 red rings alternately and evenly spaced on the straight line running between the No. 1 and No. 2 pockets. From any point on the line 3 - 4, on the opposite side of the board, a player shoots the Shooting Ring in an attempt to move the green rings off the line without touching or moving the red rings. Each shot is made from the base or shooting line. A player loses his turn when he hits or disturbs a red ring or fails to move a green. The line of rings is re-set after each turn.

SCORE: The player moving the most green rings in 5 turns is the winner .

THREE RINGS

Played on the checker side of the board.

Equipment: One green ring, 2 red rings.

Object of the Game: Playing with three rings on a straight line, a player shoots one and attempts to hit the other two for a score.

The Game: Place a green ring in the center of any straight line between the pockets. Place a red ring on each side of the green so that the three rings are equal distance from each other. A player shoots one of the red rings and attempts to hit the other two rings for a point score.

SCORE: Five points wins the game.

BLACK BANK

Played on the checker side of the board.

Equipment: One black ring, 2 white Shooting Rings.

Object of the Game: To pocket the black ring from its center spot on the board by means of bank shots - shots which carom off the rim boards.

The Game: Center the black ring on the board. The first player, shooting from the base line, banks his Shooting Ring off the rim board and tries to hit the black ring into a pocket. After three tries the player loses his turn.

A player may choose to start his second and third shot from where the Shooting Ring lies or from the base line. The black ring, if moved but not pocketed, remains in its position until the next player shoots, at which time it is again placed in the center.

SCORE: The black ring, if pocketed on the first shot of a turn, counts 10; if on the second shot, 5; if on the third shot, 3. For any hit of the black ring count one point. Game is 15 points.

ALL BANKS

Played on the checker side of the board.

Equipment: 12 red rings, one white Shooting Ring.

Object of the Game: To hit playing rings by means of bank shots (striking the rim board first) made from any of the number spot positions.

The Game: Place 12 rings of one color in the center of the board. The first player places the Shooting Ring on any of the number shot positions (1, 2, 3, 4) and attempts to hit the playing rings by caroming off the rim board. Any playing ring hit is counted as a score and kept by the player. Each play is from a numbered spot position.

A player loses his turn when he fails to bank-hit a playing ring.

If the Shooting Ring goes into a pocket, the player loses his turn and in addition forfeits two rings on the center of the board.

SCORE: The player with the most rings wins.

RED RINGS WILD

Played on the checker side of the board.

Equipment: 4 green rings, 4 white rings, 7 red rings, one black Shooting Ring.

Object of the Game: Each player to pocket his playing rings, green or white rings as selected, and a "wild" red ring for each playing ring pocketed.

The Game: Place the 7 "wild" red rings in the center of the board and place the 4 green and 4 white playing rings around them. The first player places the black Shooting Ring on the base line and shoots it into the group of playing rings, trying to pocket a ring of his color. If he succeeds in pocketing one of his playing rings, he next tries to pocket a red ring. He continues to alternate, pocketing his playing ring and a red ring until all of his 4 rings are pocketed. When a player misses, his opponent shoots the same Shooting Ring from where it lies and shoots at rings of his color.

When a player resumes shooting after his opponent misses, he shoots at whatever type ring he last failed to pocket. That is, if he missed when shooting at a wild red ring, he resumes shooting at any wild red ring. If a player shooting at his own playing ring or at a wild red ring fails to pocket that piece and pockets the other piece instead, the pocketed piece is placed in the center of the board and the player loses his shot.

If two playing rings or red rings are made on one shot, the player must pocket two of the other pieces on his subsequent shots.

SCORE: The player who first pockets all of his 4 playing rings and 4 red rings wins the game.

SHUFFLE RING

Played on the checker side of the board.

Equipment: 3 red rings, 3 green rings.

Object of the Game: To shoot your ring as close to the edge of the pocket as possible without pocketing it.

The Game: Each player starts off with three rings of a color. The first player shoots from the No. 1 spot diagonally toward the No. 3 pocket attempting to land his ring as close as possible to the edge of the pocket. The next player shoots from the No. 1 spot in the same manner, and can drive his opponent's ring out of play into the pocket, or try to get close to the pocket's edge.

When all three rings are played, the ring closest to the edge of the pocket scores 3, next closest 2, and third closest 1. If any ring is hanging over the rim of the pocket, it scores double.

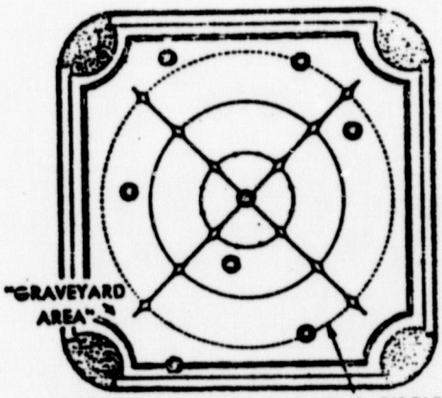
SCORE: A score of 20 wins the game.

CROKINOLE

Played on the Crokinole side of the board - opposite the checker side.

Equipment: 6 red rings, 6 green rings.

Object of the Game: To score points by shooting your ring in the center hole on the board and in the circled areas surrounding the center hole. At the same time your object is to dislodge your opponent's rings from any of the scoring areas.



DOTTED LINE SHOWS SHOOTING CIRCLE

The Game: Each player plays with 6 rings and plays only from one side of the board between any two pockets.

The first player places one of his rings on the outside circle line in his area of the board and tries to shoot it into the center hole. The next player takes his turn and tries to knock his opponent's ring out of the entire circle area.

Each player's turn consists in shooting one ring only. When all 6 rings are played by both players, a round is completed and the score totaled. Scoring is as follows: a ring in the center hole counts 10; a ring in the smallest circle counts 5; in the next size circle 3; and in the largest area circle 2. A ring touching the line is considered in the area outside the line. Rings outside the outer circle area have no count. Total of 50 points wins the game.

A ring shot into the center hole is scored 10 points

immediately and this count is not lost if the ring is later dislodged. However, if 10 points or less is all that is needed to complete a game, a ring shot into the center hole cannot be counted until the round is completed. This means the ring can be dislodged for a no-count under this circumstance.

A ring in the center hole when scored at once is not scored again at the completion of the round if it has not been dislodged.

PIN — CROKINOLE

(Variation of Crokinole)

Played on the Crokinole side of the board.

Equipment: 6 red rings, 6 green rings, 2 ten-pins.

Object of the Game: Same as Crokinole except that a player's ten-pin first must be knocked down during the round of play for points scored in the round to be actually counted.

The Game: Each player plays with 6 rings and a ten-pin. The tenpin is placed by each player on the outside edge of the smallest or peg circle and on the opposite side of the board from where he sits. The two pins therefore are directly across from each other.

Each player must first knock down his tenpin on the far side of the small circle or shoot to knock his opponent's ring outside the scoring circle area before he can shoot to land in the center hole on the board.

When a player knocks down his pin it is removed from the board and the playing ring can be picked up for another shot. If an opponent's tenpin is knocked down it is set up again.

A player can only shoot for a center hole score when his tenpin is out of play and when no opponent's ring is in a scoring circle area.

A player's tenpin can be knocked down by a direct hit or a caromed ring but the ring knocking down the pin must be the shooter's ring.

If a player has not knocked down his tenpin at the end of a round, no points can be counted even though he may have rings in the scoring circles.

Total of 50 points wins the game.

DOUBLE HEADER

Played on the Crokinole side of the board.

Equipment: 8 red rings, 8 green rings, 2 white Shooting Rings.

Object of the Game: To dislodge the top of two rings placed over the Crokinole pegs on your opponent's side of the board.

The Game: Each player places 2 rings of one color over the 4 Crokinole pegs on his half side of the board. The first player places his Shooting Ring at any point on the outer circle line on his half side of the board and attempts to dislodge any of his opponent's top rings.

If a top ring is dislodged, the player scores ten pipints. A dislodged ring can only be replaced on a peg if it is in the "Graveyard" - the area outside the outside circle. If a dislodged ring falls into the circle area, the player can shoot to force it into the "Graveyard" and thereby have it replaced on the peg. He may, if he chooses, shoot at any other top ring still on a peg.

A player loses his turn and removes his Shooting Ring from the board when he fails to dislodge an opponent's top ring, or fails to force an opponent's ring into the "Graveyard".

A bottom ring dislodged from a peg is replaced without counting, and a player loses his turn.

If a player dislodges his own top ring from a peg, it is immediately replaced, the player loses his turn and forfeits five points.

50 points wins the game.

RING OFF
(A Variation of Double Header)

Played on the Crokinole side of the board.

Equipment: 5 green rings, 5 red rings, 2 white Shooting Rings.

The Game: Same as Double Header except:

1. Only a single ring is placed on three of the pegs on each side of the board. The far left peg on each side of the board is equipped with two rings.
2. Any ring can be knocked off the pegs. Top ring dislodged counts 10 points, and lower or single rings count 5 points if dislodged from the pegs.
3. A ring forced out of the circle into the Graveyard area can be placed on the far left post to form another double stack.

50 points wins the game.

TIME CROKINOLE

A variation of Crokinole. Best played with a number of players on each side but can be played with two players.

The Game: Same as Crokinole except a limit of one minute is set for players to shoot all of their rings.

A timekeeper calls the start of the game and the selected first player shoots his rings for the center hole. Any other player can then shoot for a scoring position or to force an opponent's ring into the "Graveyard" or area outside the outer circle. A player can stall his shots or rapid fire them but cease fire is declared by the timekeeper at the end of a minute. A count as in Crokinole is made and the team or player with the highest score wins the round.

The team winning three rounds wins the game.

CORNER DOUBLE BANK

Played on the Crokinole side of the board.

Equipment: 3 red rings, 3 green rings.

Object of the Game: To shoot your ring so that it will bank off two rims and land in the center or pegged circle of the board for a score.

The Game: Each player plays with 3 rings of a color. The first player shoots each of his 3 rings from a point, on his side of the board, outside the large outer circle, toward a corner on the opposite side so that it will bank off the two rims and land in the center of the pegged circle.

Each ring when shot is left on the board. A ring must bank off both rims and land inside the pegged circle to score a point.

The opposing player shoots from the opposite side of the board.

The highest score at the end of 5 rounds wins the game.

PIGGY BACK

Played on the Crokinole side of the board .

Equipment: One red ring, one black ring, one white Shooting Ring.

Object of the Game: To dislodge the black ring from the top of the red ring in the center of the board so that it will come to rest ouside the outer circle, at the same time keeping the red ring inside the inner or pegged circle.

The Game: Place the red ring in the hole in the center of the board and place the black ring on top of it

The first player shoots the Shooting Ring from any point outside the outer circle and tries to hit the red ring so that the black ring will go outside the outer circle and the red remain inside the inner circle.

Each player has one turn.

SCORING: If the black ring rests inside the inner circle it carries no score; if it rests in the middle circle area it counts one point; inside the outer circle area two points. If the black ring comes to rest outside the outer circle it counts three points. The count for the red ring is in reverse - 3 points for inside the pegged circle, 2 points inside the middle circle, 1 point inside the outer circle and no points outside the outer circle.

First player scoring 20 points wins.

RING OUT

Played on the Crokinole side of the board.

Equipment: 4 green rings, 4 red rings, 2 white Shooting Rings.

Object of the Game: To dislodge an opponent's ring from its peg and into the "Graveyard", the area outside the outer circle .

The Game: Each player has 4 rings of a color, red or green, and places one alternately over 4 pegs. Each player in his turn shoots his Shooting Ring at an opponent's ring to dislodge it from its peg and force it into the "graveyard".

If a player fails to dislodge an opponent's ring he loses his turn. If he dislodges a ring and it falls into the circle' area, the player loses his turn. If a ring is dislodged and falls into the "graveyard" (outside the circle) the player continues to shoot.

All shots are taken from outside the outer circle.

A player must shoot at any opponent's ring in the circle area before attempting to dislodge an opponent's ring from a peg.

If a player dislodges one of his own rings from a peg, he loses his turn and the ring remains where it lies.

A ring landing in the center hole scores 10 points for its owner and must be forced out of the hole by the opponent before the opponent can shoot at a pegged ring.

If a player's Shooting Ring lands in the center hole, he loses his turn and removes it for further play.

A round is completed when all of the rings of one player or team has landed in the "graveyard". Rings on the board then are scored as follows: a ring over the peg counts 20; a ring inside the small center circle 10; a ring in the next larger circle, 5; and a ring in the largest circle, 3.

100 points wins the game.

CIRCLE SCORES

Played on the Crokinole side of the board.

Equipment: 12 green rings, 12 red rings.

Object of the Game: To bank your rings off any side board and land them inside the center pegged circle for a score.

The Game: Each player, if two are playing, starts with 12 rings of a color, and alternately shoots one at a time, banking the rings against any side board in an attempt to land them inside the center or pegged circle. Each ring after a shot remains where it comes to rest. If an opponent's ring lies in the circle it is proper to attempt to force it out with a bank shot.

SCORE: A Ring inside the pegged circle counts 5. If a ring should land in the center hole it counts 10. Total of 50 points wins the game.

CENTER OUT

Played on the Crokinole side of the board.

Equipment: One green ring, 2 white Shooting Rings.

Object of the Game: To dislodge the ring in the center hole by a bank shot.

The Game: Place a green ring in the hole in the center of the board. Each player uses a Shooting Ring and has a turn to dislodge the ring from the hole with a bank shot only. The Shooting Ring is picked up by the shooter after each shot. The center ring when dislodged is replaced for the next shot.

SCORE: If the center ring is dislodged from the hole and comes to rest in the small pegged circle area, count 2 points. If it comes to rest in the next larger circle, count 3 points. If it comes to rest in the largest circle area, count 5 points. A ring dislodged and coming to rest outside the circle area counts 10 points.

Total of 50 points wins the game.

FORCE OUT

Played on the Crokinole side of the board.

Equipment: 8 red rings, 8 green rings, 2 white Shooting Rings.

Object of the Game: To force your opponent's rings out of the scoring circle and out of play, at the same time attempting to keep your rings inside the scoring circle area.

The Game: Each player places 8 rings of one color inside the small circle, with the 16 rings being mixed so that rings of one color will not be bunched.

The first player shoots his shooting Ring from any point on the line of the larger outer circle on his side of the board, and attempts to force an opponent's ring out of the circle area. A force-out of an opponent's ring allows the player to shoot again from the starting line. Forced-out rings are removed from the board.

If a player fails to force-out his opponent's ring he loses his turn and removes his Shooting Ring from play. His opponent resumes play from his side of the board, using his own Shooting Ring.

A player's own ring when forced out of the scoring circle area is out of play and removed from the board. A ring knocked into the center hole is scored as 5 points for the player to whom the ring belongs and the ring is removed from the board. If a Shooting Ring is landed in the center hole or outside the playing circle or off the board, the player loses his turn and one opponent's out-of-play ring is replaced inside the small center circle.

A round is completed when all the rings of one player have been forced out of the scoring circle area. A score of 5 is given to each of the rings remaining in the scoring circle. Total of 50 points wins the game.

FAST PLAY FORCE OUT

This is a variation of Force Out. The game is the same except one Shooting Ring only is used and play after the first shot is made from wherever the Shooting Ring lies.

DOUBLE CIRCLE

Played on the Crokinole side of the board.

Equipment: 4 red rings, 4 green rings, one white Shooting Ring.

Object of the Game: To pocket your color rings on called pocket shots.

The Game: At each point of line intersection on the outside circle place alternately a red and green ring. On the next inner circle alternately place a green and red ring. This will form two circles of alternately colored rings. No two rings of the same color will be next to each other.

The first player places the Shooting Ring in the center of the board, just outside the center hole, and shoots at his opponent's ring in an attempt to pocket his ring directly ahead. If he pockets his ring, he then continues to shoot at any other of his rings but must call the pocket in which he intends to score his shot. If he misses, his opponent shoots the Shooting Ring from where it lies at any of his rings and he must also call his shot.

The player who first pockets all his rings is the winner of a round. Winner of two rounds wins the game.

If the Shooting Ring is pocketed the shooter loses his turn and the next player shoots from the center of the board. If a ring is pocketed in an uncalled pocket the ring is placed on the intersect spot on the outside circle closest to that pocket.

RING PEGS

Played on the Crokinole side of the board.

Equipment: 8 green rings, one white Shooting Ring.

Object of the Game: To shoot a Shooting Ring between and through the circle of pegged rings from a point on the base line midway between the pockets.

The Game: Place 8 rings over the pegs on the Crokinole side of the board. The first player places the Shooting Ring outside the large outer circle midway between the pockets and attempts to shoot the ring through and outside the pegged circle. A successful shot counts one point. Each player has 5 shots.

A Shooting Ring that fails to go through the circle and lands in the center hole scores a minus two points.

The player with the highest score at the end of three rounds wins the game.

BETWEEN THE RINGS

Played on the Crokinole side of the board.

Equipment: 12 rings, any color; one white Shooting Ring, one black Shooting Ring.

Object of the Game: To make your Shooting Ring go around the circles in between the rings and land in the center hole with a higher total of points than your opponent.

The Game: Place the 12 rings at each of the four intersecting points on the 3 circles on the Crokinole side of the board. Starting at any point outside the outer circle, midway between 2 pockets, the first player shoots his color Shooting Ring between the outside and center positioned rings without striking a ring. He continues play clockwise shooting between the rings until he has completed the circle. He then continues shooting clockwise between the inside and center circle of rings until he has completed that circle. He next shoots to land his ring in the center hole to complete his play.

A player continues shooting until he fails to pass between 2 rings or hits a ring. If an opponent's Shooting Ring obstructs his passage, a player can hit his opponent as often as necessary to clear the way. However, if in hitting the opponent's ring he also strikes a spot ring he loses his turn.

SCORING: Each shot between the rings on the outer circle way counts one point; each shot between the rings on the inner circle way counts 2 points. Landing the ring in the center hole on the first attempt counts 3, second attempt 2, third attempt one.

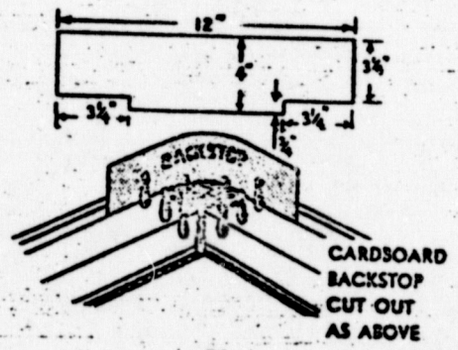
When a Shooting Ring hits a spot ring the player loses one point and his turn. The spot ring is replaced on the spot. Each player shoots his Shooting Ring from where it lies.

Player scoring the highest total in reaching the center hole wins the game.

BOWLING

Played on the checker side of the board.

Equipment: 10 ten pins, 2 white Shooting Rings.



Object of the Game: Same as Bowling as played on Bowling Alleys.

The Game: Same as Bowling except that a Shooting Ring instead of a ball is used. The Shooting Ring is shot from the edge of the pocket diagonally opposite from where the pins are set.

SCORING: Same as Bowling—all pins knocked down with one shot scores a strike. All pins knocked down with two shots scores a spare.

For playing convenience one player acts as the Pin Boy, setting up pins, while the other shoots. Use of two Shooting Rings helps speed up the game.

FOUR PINS

Played on the checker side of the board.

Equipment: 4 ten pins, 2 white Shooting Rings.

Object of the Game: To knock down three pins of a triangle without knocking down the center pin.

The Game: Place 3 ten pins in a triangle in front of a pocket and place another pin in the center. Each player uses a Shooting Ring and has three successive shots to knock down the three outside pins of the triangle without knocking down the center pin. Shooting is done from a point near the pocket opposite the pins. Pins are removed as knocked down. If the center pin is knocked down it is set up again.

When all pins except the center pin are knocked down in three shots, a point is scored. When both players have had their turn an inning is concluded. The player with the most points in 10 innings wins the game.

THREE PINS

Played on the checker side of the board.

Equipment: 3 ten pins, one white Shooting Ring.

Object of the Game: To score maximum strike points by shooting at three pins from the opposite diagonal

side of the board.

The Game: Set up 3 ten pins in a triangle in front of one pocket. Each player takes two shots with a Shooting Ring from the opposite pocket in an attempt to knock down the three pins. If all pins are knocked down with one shot, 5 points are scored. Otherwise one point is scored for each pin downed.

When both players have had their turns an inning is concluded. The player with the most points in 10 innings wins the game.

EACH HIS OWN

Played on the checker side of the board.

Equipment: 4 green rings with disks numbered 1 - 4. Four red rings with disks 11 - 14. One Shooting Ring.

Object of the Game: Each player tries to pocket his four rings in its corresponding numbered pocket before his opponent can. Rings 11 - 14 are played for pockets 1 - 4. Rings must be pocketed in numerical sequence.

The Game: Place the four green rings numbered 1 - 4 and the four red rings 11 - 14 in the center of the board. One player has the red, the other the green rings.

The first player places the Shooting Ring on the base line and shoots to pocket his No. 1 ring in pocket No. 1. If he misses, the next player shoots the Shooting Ring from where it lies and attempts to pocket his No. 11 ring in pocket No. 1. A player continues shooting until he misses, proceeding from pocket No. 1 to 2, to 3 and 4.

A player may shoot at any ring, his own or his opponents, and at any numbered ring, in an attempt to pocket his ring in its proper pocket.

If a ring is pocketed in the wrong pocket, the player loses his turn and the ring is centered on the board.

If a player pockets his ring in the proper pocket and pockets an opponent's ring, the latter is placed in the center of the board.

The player who pockets all his rings first is the winner.

ON GUARD

Played on the checker side of the board.

Equipment: 4 ten pins, 4 rings with numbered paper disks 1 - 4.

Object of the Game: To pocket the ten pin in the pocket it guards and then pocket the numbered rings in their corresponding numbered pockets, starting with pocket No. 1 and proceeding to pockets 2, 3 and 4. The guard pin must be pocketed before the numbered ring can be.

The Game: Set up a ten pin in front of each pocket. Place the numbered paper disks 1 through 4 inside four rings of a color. Place these rings at the corners of the checker square in front of their corresponding numbered pockets.

The first player shoots the Shooting Ring from any point on the lines opposite pocket No. 1 and tries to pocket the guard pin. After the pin has been pocketed, the number 1 ring must be pocketed in Pocket No. 1. Players then proceed to pocket guard pin No. 2 and ring No. 2, and so on, until all guard pins and rings are scored.

All shots are made from any point on the lines opposite the target pocket. Rings if moved by caroming shots stay where they rest.

When a player pockets a pin or a numbered ring in its proper pocket his turn continues. He picks the Shooting Ring and shoots from a point opposite the target pocket.

When a player misses a shot, or pockets the Shooting Ring, or pockets a ring before a pin is pocketed he loses his turn. In the latter case, the ring pocketed out of turn is placed on its spot at the corner of the checker square. If a pin or a ring is pocketed and the Shooting Ring is also pocketed the player loses his turn and the pin or ring is set up in its position again.

SCORING: 1 point for each pin pocketed. Rings count according to their number. Total of 20 points wins the game.

CLEAR THE GUARD

This game is a combination of Each His Own and On Guard.

The game is the same as Each His Own except that a wood ten pin is placed in front of each pocket and the pin must first be pocketed before rings can be scored. Players proceed to pocket the pins and rings in their numerical sequence.

Pins pocketed out of sequence are set up again. Rings pocketed out of sequence are placed in the center of the board.

The player who scores all of his rings in their proper pockets wins. No score is counted for pins pocketed.

DIAMONDS

Played on the checker side of the board.

Equipment: 9 ten pins, 2 white Shooting Rings.

Object of the Game: To knock down 9 ten pins with three shots.

The Game: Set up 9 ten pins in the shape of a diamond, 1 - 2 - 3 - 2 - 1, in front of one of the pockets. Each player uses his Shooting Ring and shooting from the opposite pocket has three shots to knock down all the pins. One point is scored if all pins are downed in three shots. If all pins are downed in one shot, three points are scored. No score is allowed if all pins are not downed in three shots.

An inning is concluded when both players have had their turn. Highest score at the end of 7 innings wins the game.

SIX PIN

Played on the checker side of the board.

Equipment: 6 ten pins, one white Shooting Ring.

Object of the Game: To knock down singly each of six ten pins placed on the tip of the Backgammon markers.

The Game: 6 ten pins are set up on the tips of the Backgammon markers on one side of the board. Using a white Shooting Ring, the player on the side opposite the pins shoots to knock down each pin one at a time. He may shoot at any pin but can knock down only one pin. Knocking down more than one pin or missing a pin entirely gives the opponent his turn. All pins are re-set after a player loses his turn.

The player who knocks down all pins with successive single shots wins the game but each player must have had an opportunity to shoot.

BANK THE FIVE

Played on the checker side of the board.

Equipment: 5 ten pins, 2 white Shooting Rings.

Object of the Game: To knock down by bank shots 5 ten pins placed in the center of the board.

The Game: Place one wood pin in the center of the board. Place 4 additional pins in the form of a square outside the center pin, spacing the pins two checker blocks apart.

Each player shoots his own Shooting Ring and has three successive bank shots to knock down the wood pins. A knocked down pin is removed from the board before the next shot is played. Each shot is taken from the base line.

If the center pin is knocked down before any of the other pins, it counts for 3 points, otherwise all pins when knocked down count one point.

When both players have taken their three shots, an inning is concluded. The player with the highest score at the end of 5 innings wins the game.

BLOCKADE

Played on the checker side of the board.

Equipment: 4 ten pins, 6 red rings, 6 green rings, 1 white Shooting Ring.

Object of the Game: To pocket all of the rings of your color before your opponent can pocket his.

The Game: Place a ten pin in front of each pocket. Place the six red and six green rings in the center of the board.

The first player shoots the Shooting Ring from the base line and tries to pocket one of his colored rings in any pocket without knocking down the ten pin. A player continues to shoot until he misses. Each shot is made from where the Shooting Ring lies. A player can not shoot off his opponent's rings, although rings pocketed as the result of a direct shot caroming off an opponent's ring are good.

If a ten pin is knocked down by the Shooting Ring, the player loses his turn, forfeits a ring (if he has one) placing it in the center of the board, and sets up the pin again. If the ten pin is knocked down by a playing ring there is no forfeit and the pin is set up again. If an opponent's ring is pocketed, it remains pocketed.

A player, shooting after the Shooting Ring is pocketed, shoots from the base line at his ring on the other side of the center line. He can choose, however, to bank a shot at a ring on his side of the center line.

SCORING: The player first scoring all his rings wins.

CALL THE BLOCKADE

This is a variation of Blockade. It is played the same except that a player must call the pocket on every shot. A ring pocketed in error is placed in the center of the board and the player loses his turn.

KING OF THE CASTLE

Played on the Crokinole side of the board.

Equipment: 6 red rings, 6 green rings, 1 ten pin.

Object of the Game: To land your rings in the high score circle areas and displace your opponent's rings from these areas. The center or pegged circle area

counts 5 points; the next larger circle area 3 points; the largest circle area 1 point.

The Game: Place a ten pin in the hole in the center of the board. Each player plays with 6 rings of a color, and from a position on opposite sides of the board.

The first player shoots one of his rings and attempts to have it rest in the center circle area without knocking down the wood pin. The next player takes a shot and tries to land his ring in the center circle or to knock out his opponent's ring from the circle.

If the wood pin is knocked down, whether on a direct hit or a carom hit, the shooter forfeits the ring he shot and the pin is re-set.

Each player plays one ring at a time, alternating with his opponent.

A ring knocked completely out of the outer circle is removed from the board.

After each player has played his six shots, points are scored on the basis of 5 points for rings in the center circle area; 3 in mid circle area; and 1 for the outer circle.

Total of 50 point wins the game.

CENTER SCORES

Played on the Crokinole side of the board.

Equipment: 1 ten pin, 4 color rings, 1 white Shooting Ring.

Object of the Game: To carom shoot four rings from the outer circle into the inner pegged circle without knocking down the center pin.

The Game: Place a ten pin in the center hole on the board. Place 4 rings on the outer circle line, one in front of each pocket.

The first player places the Shooting Ring on the border line in front of the pocket and in line with the

playing ring. With his Shooting Ring he attempts to knock the playing ring with one shot into the center ring without knocking down the wood pin. After his one shot, he places his Shooting Ring in front of the next pocket and proceeds to knock that playing ring into the center ring, and so on until he has taken all of his four shots.

If the center pin is knocked down it is set up again and the ring removed from play.

If all four rings are knocked in the center circle 5 points are scored, otherwise one point is scored for each ring.

The player with the highest score at the completion of three turns is the winner.

DOUBLE CENTER SCORES

Same as Center Scores except eight playing rings are used, four on the outer circle and four on the mid circle, in line with each other.

Each player has eight shots, two from in front of each pocket, with the Shooting Ring positioned in front of the pocket for each shot.

All other rules are the same as Center Scores and the scoring is doubled.

PIN AND RING CALL

Played on the checker side of the board.

Equipment: 5 green rings, 5 red rings, 4 wood ten pins, 1 Shooting Ring.

Object of the Game: To hit a playing ring so that it will pocket a ten pin on a called shot, thereby leaving the pocket clear for pocketing all your rings directly on called shots.

The Game: Place a ten pin in front of each pocket. Place 5 green and 5 red rings in the center of the board. The first player uses the Shooting Ring from any point on the base line to hit the playing rings and call the pin he

intends to knock into the pocket. When a ring, on a called shot, knocks a pin into the pocket, that pocket is clear for a player to pocket rings of his color in that pocket on a called shot.

Play is always with the Shooting Ring from where it lies, and a player shoots at his rings only. A player can pocket a pin with an opponent's ring providing he first hits his ring.

A player continues shooting when he pockets a pin or ring. A pin or ring pocketed on a non-called shot is set up again, pin in front of the pocket, ring in the center of the board, and the player loses his turn.

If a Shooting Ring is pocketed the player forfeits a ring, if he has one, in the center of the board.

SCORING: Each pin pocketed counts 2. Each ring pocketed counts 1. 15 points wins the game.

FOR THE YOUNGER FOLKS

SIMPLE SPIN TOP GAMES

(Played on the checker side of the board)

TOP SPIN

Object of the Game: Spin contest—to make your top spin longer than your opponent's.

The Game: Each player selects a top, and at the signal "Spin NOW" the players spin their tops together. The top spinning the longest is the winner of the inning. The player who first wins five innings is the winner of the game.

TIME TOP

Object of the Game: To time the spinning of three tops by each player.

The Game: Use a watch with an easy-to read second hand. Each player spins the three tops, one at a time.

Time is taken as the first top is set to spinning. Before the first top comes to a complete stop the second must be set in motion, and likewise the third top before the second comes to a stop. Time is taken after the third top comes to rest. The player with the longest time is the winner of the inning. Whoever wins three innings wins the game.

GREEN TOP DOWN

A variation of Time Top. Played the same as Time Top except the green top only is spun with the long end down. This is difficult, but possible.

FORFEIT

Object of the Game: Each player to be timed for the spinning of three tops. However, he must spin the green top first for at least 15 seconds. If his time for the green top spin is less than 15 seconds, he forfeits the privilege of spinning the other two tops.

The completion of a turn by each of the players constitutes an inning. The winner of three innings wins the game.

SPIN TIME

Object of the Game: To spin three tops, one at a time for a 30 second period. The player who first scores three 30 second spins is the winner.

SPIN SERIES

Object of the Game: Set a time period of 3 minutes for each player during which he spins three tops in succession, continuing to spin them until the time period is up. The player with the least number of spins is the winner.

MORE COMPETITIVE SPIN TOP GAMES

SPIN TO CENTER

Played on the Crokinole side of the board.

Object of the Game: To spin a top from the outer circle line so that it will come to rest in the inner pegged circle in two spins.

The Game: Each player spins a top from his side of the board in the area between the outer and mid circle lines. If the top comes to rest in the inside pegged circle in one spin, 3 points are scored. A player has two spins to reach the inner circle and if successful in two spins, one point is scored. If the top comes to rest outside the pegged circle after the first spin, the second spin is made from the area where the top has been resting.

Two spins constitute a turn. Highest score in three turns determines the winner.

ESCAPE

Played on the Crokinole side of the board.

Object of the Game: To spin three tops inside a circle of wood pins and escape outside the circle.

The Game: Place 8 wood pins around the inside circle, one each between the Crokinole pegs. Place a ring in the center hole to act as a bumper.

Each player spins three tops one after the other and attempts to have them come to rest outside the circle. A top escaping the circle without knocking down a pin scores three points. If a top escapes the circle by knocking down a pin, one point is scored.

Each player has three turns, alternating, and the highest score at the end of the three turns wins.

BREAK - IN

Played on the Crokinole side of the board.

Object of the Game: To spin a top from the outer

circle line and have it come to rest within the center pegged circle guarded by 4 ten pins.

The Game: Place 4 ten pins on the inner circle line at the point of line intersections.

The first player spins three tops, one at a time, from a point outside the outer circle, and tries to have them come to rest inside the inner pegged circle.

A top coming to rest inside the center hole counts 5 points; inside the center circle area 3 points.

If a pin is knocked down it is set up again when the top has come to rest.

Highest score at the completion of three turns by each player determines the winner.

SPIN COUNT

Played on the Crokinole side of the board.

Object of the Game: To spin tops so they will come to rest in high scoring areas.

The Game: A player spins three tops, one at a time, from the border line near the rim of the board.

SCORE: A top coming to rest in the center hole counts 5; in the center circle area 3; in the mid circle area 2, and in the large circle area 1. No count for tops resting outside the outer circle area. Highest score at the end of three turns for each player wins the game.

CENTER SPIN COUNT

This is a variation of Spin Count. It is the same except that the tops are spun inside the center circle and all are spun in rapid succession. Same scoring as in Spin Count.

POCKET PIN

Played on the checker side of the board.

Object of the Game: To spin a top into pins around a pocket so as to knock pins and top into the pocket.

The Game: Place 7 ten pins evenly spaced on the edge

of the board around the pocket. Each player has a turn spinning a top from a position close to the pins in an attempt to knock pins into the pocket and have the top fall into the pocket.

SCORE: A pin knocked in the pocket counts one. If the top goes into the pocket it counts three. The highest score after 5 tries wins the game.

TEN PIN CIRCLE

Played on the checker side of the board.

Object of the Game: To spin three tops inside a circle of ten pins and knock down as many pins as possible.

The Game: Place the 10 wood pins in a circle approximately 6 inches in diameter in the center of the board. Each player spins three tops in rapid succession inside the circle. The player knocking down the most pins in 5 tries wins the game.

SINGLE K. O.

This is a variation of Ten Pin Circle. The game is the same except each player spins one top only instead of three tops in rapid succession. Scoring is the same.

RING SPIN

Played on the checker side of the board.

Object of the Game: To outspin your opponent by spinning a top inside a ring and having it jump outside.

The Game: Each player places a ring opposite each other on the outside border of the checker board square, at midpoint to allow as much playing room as possible.

Each player, together, spins a top inside the ring, trying to make the top jump out of the ring and continue spinning. This is not as difficult as it sounds. The top spinning the longer is the winner of the round. The winner of three rounds wins the game.

SPINNER BUMPS

Played on the checker side of the board.

Object of the Game: To spin the tops so that they will hit a ten pin for a score.

The Game: Place a ten pin in the center of the board. Each player in his turn spins the three tops as close to the ten pin as possible without knocking it down. A point is scored for each time a top touches the ten pin. This includes a touch by the top when it is twirling to a stop.

If a pin is knocked down, the scoring ceases and the next player takes his turn.

A turn by both players constitutes an inning. The player with the highest score at the end of 5 innings is the winner.

TIGHT SPIN CIRCLE

Played on the checker side of the board.

Object of the Game: To spin a top within a tight circle of ten pins and knock down as many pins as possible.

The Game: Make a tight circle in the center of the board of all ten wood pins. The pins are not to touch each other but should be close together to permit no top to pass through.

Each player has a turn spinning a top inside the circle and the player knocking down the most pins in 5 turns is the winner.

DOWN AND OUT

This is a variation of Tight Spin Circle. The game is played the same except no pins knocked down count unless the top spins its way outside and comes to rest outside the circle.

BUMP COUNTS

Played on the checker side of the board.

Object of the Game: To spin a top along a line of ten pins so the top will make a maximum number of contacts with the pins.

The Game: Line up all 10 wood pins in the middle of the board, each pin touching the next.

Each player takes a turn spinning a top so that the top will bump into the line of pins. A count is made of the number of bumps made by the top before it comes to rest.

The highest score after three tries wins the game.

CIRCLE FOUR

Played on the checker side of the board.

Equipment: 4 ten pins, one spin top.

Object of the Game: To knock over as many wood ten pins as possible with a spinning top.

The Game: Place 4 ten pins in a circle approximately 4" in diameter in the center of the board. Each player in turn spins a top in the circle and counts the number of pins knocked down by the top.

A player knocking down all pins is rewarded with a premium spin.

The player scoring the most points in 10 turns, exclusive of premium spins, is the winner.

TWENTY ONE
(Dice Game)

Played on the Crokinole side of the board.

Equipment: One dice.

Object of the Game: To roll one dice as many times as necessary to roll a total of 21.

The Game: A player continuously rolls a dice and

totals the number of each throw until he reaches 21. If he exceeds 21 he has "bust". The player may choose to approach as close to a total of 21 as he feels is safe and turn the dice to his opponent. If the opponent totals 21 or a number closer to 21 than the first player he wins the round. Three rounds wins the game.

Each player rolls the dice in the direction of the center hole on the board from a point near one of the pockets. If the dice lands in the hole it is considered wild and the player can call any number he desires. Landing in the hole is important as a player's score mounts close to 21.

ACE IN THE POCKET

Played on the checker side of the board.

Equipment: Pair of dice, 10 rings.

Object of the Game: To roll ace (1) and 6 on the dice so that you can get rid of all your rings.

The Game: Any number of players can play and each player has 2 rings. Each player has one roll at a time. If a player rolls an ace he places one of his rings in a pocket. If he throws a six, he passes a ring to the player on his left. No other numbers have any value.

Each player has a throw, provided he has a ring, and play continues around until all the rings except one have been placed in the pocket. The pocket is then declared closed and can accept no more rings. The player holding the last ring now has three throws and only a SIX will enable him to get rid of the ring. If he fails to roll a SIX he loses. If he rolls a SIX the next player is given the ring and he has three throws.

The last holder of the ring who fails to throw a SIX is the loser of the game.

In playing, while the pocket is open, the pocket always has the preference for receiving rings. This means that a player having only one ring and rolling an ACE, SIX, must give his ring to the pocket, unless of course, the pocket has been closed.

MINUTES AND HOURS

Played on the Crokinole side of the board.

Equipment: Dice, 1 red and 1 green ring, 2 white rings.

Object of the Game: Using the outer circle as the circle of a clock, and using the colored ring as the hour hand, and the white ring as the minute hand, each player moves his clock hands to complete a 12 hour period. The clock hand movement is determined by the rolling of the dice.

The Game: Each player sits in front of a pocket opposite from each other with his hour ring and minute ring on the outer circle at the point where the diameter line intersects. This point represents the start of the clock for each player.

The first player rolls the dice and moves the white ring or colored ring clockwise in accordance with the number rolled. If a double, the same number on each dice, is rolled, the player moves the colored ring or hour hand one hour. If a non-double number is rolled the white ring or minute hand is moved in accordance with the number. For example, if a 5 and 4 is rolled the player moves the the white ring or minute hand 9 minutes. (Exact placement of the minute hand is not necessary and it is best to estimate to the closest 5 minutes).

Each player has a turn to roll the dice.

When the minute ring makes a complete round of the clock the hour ring is moved one hour.

When a player moves his colored ring or white ring and lands on a spot occupied by an opponent, the opponent moves his ring back one hour or 5 minutes, depending on whether his hour ring or minute ring was forced.

The player who circles the clock with his ring first, covering a 12 hour period, is the winner.

RENDEZVOUS

Played on the Crokinole side of the board.

Equipment: Pair of dice, one green and one red ring, two white rings.

Object of the Game: To start from different points on the outer circle and try to rendezvous, in-out one another, through the rolling of the dice.

The Game: Using the outer circle as the circle face of a clock (refer to the game Minutes and Hours) each player places his ring on any "hour spot", representing the player's designated point of rendezvous.

The first player rolls the dice and moves the disk clockwise from his rendezvous point in accordance with the total minutes registered by the dice. For example, if an 8 is rolled on the dice, the player moves his ring ten minutes (to the closest five minutes).

Each player has a turn rolling the dice.

The player whose roll of the dice allows him to move on the spot occupied by his opponent's ring wins the game.

RING AND DICE

Played on the checker side of the board.

Equipment: 24 rings of any color, one Shooting Ring, one pair of dice.

Object of the Game: To pocket a ring positioned on the board on the basis of the number rolled on a pair of dice.

The Game: The first player rolls the dice. A ring is placed on the board and located in accordance with the number rolled on the dice. Starting from the corner of the checker board closest to pocket No. 1, numbers, in numerical order, are assigned to each of the red blocks running to the opposite corner. The red corner block closest to pocket No. 1 is 1, and the block at the opposite corner is 8. Numbers 9, 10, 11, and 12 are the white

and red blocks to the right and left of block No. 8.

If a player rolls a 12, for example, a ring can be placed 4 blocks either to the right or left of the No. 8. It is then the opponent's opportunity, shooting from pocket spot No. 1 with his Shooting Ring, to pocket the ring. If he succeeds, he keeps the ring and takes over the dice. If he fails, the first player confiscates the ring and rolls the dice again. When a player has rolled the dice three times without his opponent pocketing a ring, he turns over the dice to his opponent and he becomes the shooter.

The player first totaling 12 rings wins the game. If a Shooting Ring is pocketed, it is merely considered an unsuccessful shot.

HOMEWARD BOUND

Played on the Crokinole side of the board.

Equipment: 1 red ring, 1 green ring, 1 pair of dice.

Object of the Game: To move one's ring from the center of the board to a selected pocket by rolling the dice for winning points.

The Game: Each player places a ring of his color in the center of the board on opposite sides of the hole. By successful rolling of the dice, a player can advance his ring on the diagonal line to the intersection of the first circle, thence to the second circle and then to the third or outer circle. Upon reaching the outer circle, successful throws of the dice permits movement around the circle, counterclockwise, with a stop at each point of intersection until the home pocket is reached. The player reaching his home pocket first is the winner.

If in circling the outer circle, a player encounters a spot occupied by his opponent, each player rolls one dice and the player rolling the highest number advances his ring and continues rolling the dice.

Dice Rolls:

If a player rolls a 7 or 11 on the first roll he moves his

ring forward to the next point of intersection and continues possession of the dice. If he rolls a 2, 3 or 12, he moves backward one step, and rolls again, unless it should be the starting roll in which event he loses the dice to his opponent.

When a player rolls a number other than 7, 11, 1, 2, 3, on his first throw this number is his "point" and he rolls to make this point again before he rolls a 7. If he rolls his "point" he moves his ring to the next intersection and starts a new roll. If the player makes a 7 before making his point he loses the dice to his opponent.

It can be seen that it is possible for a player to start from the center of the board and in 7 successful rolls he can proceed to the first circle, 2nd circle, 3rd or outer circles, around the outer circle and home.

The player reaching home first is the winner of the game.

CHECKERS

This common household game can be played on the game board using rings in the place of checkers.

For those who do not know the rules, it is recommended that someone who knows the game be allowed to instruct under actual play conditions.

VARIATIONS IN CHECKER GAMES

There are a number of variations of the game of checkers. Following are only several of the more popular.

REVERSE CHECKERS

The object of this game is the opposite of that of regular checkers. Instead of protecting your men against the jumps of your opponent, you play to get rid of your men to your opponent, or to set yourself up so that you are unable to move. Instead, also, of striving to have your men crowned as Kings, you avoid moves that will give you Kings.

TRIANGLE CHECKERS

Each player uses 10 rings and sets them up on the checker board in the form of a triangle, 4 at the base, 3, 2 and 1 toward the middle of the board.

The object of the game is to take over the positions occupied by your opponent. Movement must always be forward. A player can move by jumping over his own men as well as over his opponent's.

If play comes to a standstill, the player occupying more of his opponent's original positions is the winner.

CORNER CHECKERS

This game is played with nine checkers for each player. The checkers are positioned in opposite corners, with one checker in the corner, three in the next row toward center, and five in the next.

Play is the same as in standard checkers. However, a checker can only be made King when it is able to occupy the opponent's single corner spot.

The three checkers at the base of the board on each player's side are ineligible for crowning.

HUNTERS AND THE HARE

The game is played on the checker board.

One player takes the part of the hunters and plays with four checkers lined up on the base of the board. The other player takes the part of the hare and plays with one checker placed in the corner spot opposite the hunters.

The object of the game is for the hunters to trap the hare so that it cannot move, or for the hare to achieve freedom by getting behind the hunters. Both hunters and hare can move diagonally only—the hunters forward only; the hare forward or backward. There is no jumping, only maneuvering.

CHESS

This universally known game can be played on the checker board side of the game board. Because of the complexity of the rules and procedures for play, it is impractical to include chess rules in this booklet. Books on this game are available in the public library or in bookstores.

BACKGAMMON

This ancient game can be played on the triangle spots on the checker side of the board.

Since the rules of this game are lengthy, and variation in play is great, the rules are not included in this booklet. Books on this game should be available in the public library.

The Game Board can be set up for play as follows:

The Inner Table for one player is the triangle spots between pockets 1 and 2; the outer table the triangle spots between pockets 2 and 3. The opponent's outer table consists of the spots between 3 and 4; the inner table the spots between 4 and 1. The Bar or dividing line runs diagonally between pockets 2 and 4.

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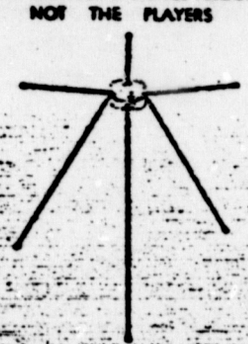
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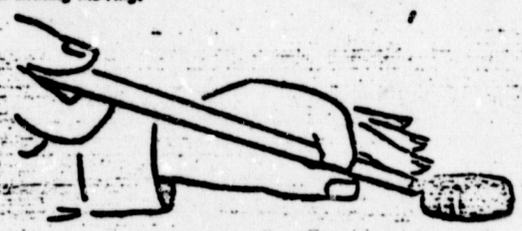
PLAY SUGGESTIONS

Games of Carom and Crokinole are described in the rules as being played by finger snapping the rings. However, all such games can be played with cue sticks as well. Two cue sticks are included as part of the playing equipment.

For best playing results, we illustrate below how to shoot rings with your fingers and how to use the cue stick:

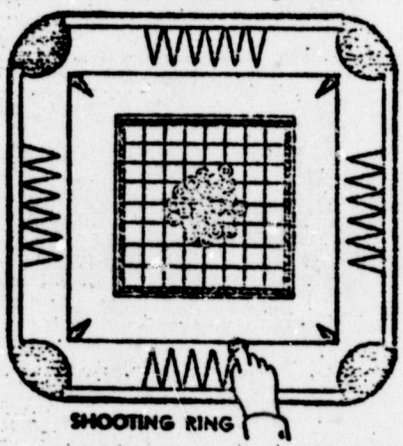


Keep the index finger close to the Shooting Ring. The finger should push instead of striking the ring.



RING CAROM

This game is played on the checker side of the game board.



1

Equipment: 12 red rings, 12 green rings, 1 black ring, 2 white Shooting Rings.

Object of the game: To hit into any pocket, by means of your Shooting Ring, all of the rings of your selected color and the "wild" black ring. Total of 30 points wins the game. Each ring counts 1 point except the black which counts 5.

The Game: Mix 12 red and green rings in the center of the board and place the black ring in the center of the group. The first player places his white Shooting Ring on the shooting line (the straight lines running from pocket to pocket) and finger-snaps the shooter into the group of rings. If any one or more of his colored rings is pocketed, he continues to shoot. Failure to pocket any of his rings allows his opponent the opportunity to shoot and pocket the rings of his selection. Each player shoots every shot from the shooting line and not from where the shooting ring lies after a shot.

If the white or Shooting Ring should be pocketed, the shooter loses his turn, whether he pocketed a colored ring or not. Any colored ring which may have been pocketed must be placed at the center of the board, and the shooter must forfeit on the board one ring previously pocketed. No forfeit of a ring is required if a player has none to offer. If a player has to forfeit a ring and has none but the black ring, he must forfeit the black ring but retains the 5 point count. If a Shooting Ring and the black ring are both pocketed, the black ring is centered on the board and no additional ring is forfeited.

A player pocketing an opponent's ring as well as his own continues to shoot. He loses his turn, however, if he pockets an opponent's ring only. Opponent's rings when pocketed are not replaced on the board but are credited to the opponent.

A player whose Shooting Ring jumps the board loses his turn, forfeits a ring, and any ring pocketed is placed on the board. A colored ring jumping off the board is replaced as close to the center of the board as possible.

An "inning" shall be concluded when the black ring has been pocketed by any player and when all of the colored rings of one player have been pocketed.

SCORE: Each player scores one point for each of his colored rings pocketed. Player pocketing the black ring scores 5 points. Player who pockets all of his rings, thereby concluding the inning, scores one point for each opponent's rings remaining on the board. Total of 30 points or any other agreed upon score determines the winner.

A Shooting Ring is considered played if the player's finger hits and moves it in the slightest.

ROTATION
(Variation of Ring Carom)

Played on the checker board side of the game board.

Equipment: Same as for Ring Carom except only one Shooting Ring.

Object of the game: Same as Ring Carom except:

1. Only one Shooting Ring is used by both players.
2. Each player shoots the Shooting Ring from wherever it rests after his opponent has lost his turn.
3. A Shooting Ring which is pocketed or jumps off the board is set into play by his opponent anywhere on the shooting line.

   A player shooting from the shooting line cannot shoot directly at any of his rings that are on the same side of board if the rings are on or outside the

shooting line. He may, however, shoot directly at any ring on the same side of the board if the rings are inside the shooting line.

4. A player in taking his shot forfeits a ring if he fails to hit either his own or his opponent's ring.

SCORE: Same as Ring Carom.

NAME IT
(Variation of Ring Carom)

Played on the checker board side of the game board.

Equipment: Same as for Ring Carom.

Object of the game: Same as Ring Carom.

The Game: Same as Ring Carom except:

The player must call his shot .... indicating the ring as well as the pocket he will be shooting for. A player's ring uncalled but pocketed is placed at the center of the board, unless it should be pocketed at the same time as a called ring is scored.

BANK IT
(Variation of Ring Carom)

Played on the checker board side of the game board.

Equipment: Same as Ring Carom.

Object of the game: Same as Ring Carom.

The Game: Same as Ring Carom except:

When shooting at rings lying between the shooting line and rim board, the shooter can not shoot directly at the ring but must bank his shot by first hitting the rim of the board.

NUMBERED RINGS
(Pocket Billiards)

Played on the checker side of the board.

Equipment: 15 rings of any color, paper numbered disks, one white Shooting Ring.

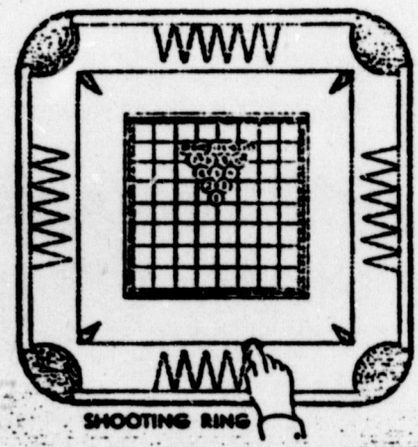
Object of the Game: To score more points than your opponent by pocketing numbered rings in rotation, beginning with ring number 1.

The Game: Number any 15 rings by inserting in them the numbered paper disks. Line up the rings in a triangle as per Illustration. The first shooter shoots at the No. 1 ring from any position on the shooting line. Any ring pocketed is good providing the lowest numbered ring on the board is first hit by the Shooting Ring. A ring pocketed without a player first hitting the low numbered ring is placed in the center of the set-up triangle and the shooter loses his turn. Each player must shoot the Shooting Ring from wherever it lies after his opponent has missed.

Each player must shoot for the lowest numbered ring on the board, and continues shooting whenever he pockets the lowest numbered ring or some other ring scored as a result of a hit of the lowest numbered ring.

A shooter loses his turn when:

1. He fails to first hit the lowest numbered ring.
2. He fails to pocket a ring.
3. His Shooting Ring is shot off the board.



SHOOTING RING

4. His Shooting Ring goes into a pocket.

The player shooting after his opponent has allowed the Shooting Ring to go off the board or into a pocket, shoots at the lowest numbered ring from any point on the game starting line.

A ring going off the board is spotted in the center of the set-up triangle.

Any ring pocketed at the time a Shooting Ring goes into a pocket is spotted in the center of the set-up triangle.

SCORE: As a player pockets a ring, he should remove it. At the end of the game, after all the rings have been pocketed, each player totals his ring score and the player with the highest total is the winner.

DEDUCT

(A Variation of Numbered Rings)

Object of the Game: Same as Numbered Rings.

Equipment: Same as Numbered Rings.

The Game: Same as Numbered Rings except a stiffer penalty is exacted if the shooter fails to hit the lowest numbered ring first on any shot. The penalty is a deduction of three points.

WILD RING POOL

Played on the checker side of the board.

Equipment: 21 rings of any color, one white Shooting Ring.

Object of the Game: To pocket the most rings of any color, shooting at any ring from where the Shooter Ring rests.

The Game: Place 21 rings of any color in the center of the board. The first player shoots the Shooting Ring from any point on the shooting line. Any ring pocketed is a score for the shooter. Failure to pocket a ring gives the next player

the opportunity to shoot at any ring from where the Shooting Ring lies.

If the Shooting Ring should be pocketed or goes off the board, the shooter loses his turn and he forfeits a ring, if he has previously scored any, by placing it in the center of the board. Any ring pocketed when a Shooting Ring goes into a pocket is also placed in the center of the board. Play, after a Shooting Ring is pocketed or goes off the board, is always resumed by the next player at the shooting line.

SCORE: One for each ring pocketed. Total score wins.

CALL THE BLACK

(Variation of Wild Ring Pool)

Played on the checker side of the board.

Equipment: Same as Wild Ring Pool, plus black ring.

Object of the Game: Same as Wild Ring Pool.

The Game: Same as Wild Ring Pool except:

1. Play with 21 rings of any color plus the black ring which is placed in the center of the group of rings when starting the game.
2. The black ring counts three points and can only be scored when the player calls the pocket in which he intends to score the black ring. If the black ring is pocketed without being called, the shooter loses his turn and the black ring is centered on the board.

SCORE: One for each ring. Three for the black ring. Total score wins.

SHOOTER IS WILD

Played on the checker side of the board.

Equipment: 12 green and 12 red, 1 white ring.

Object of the Game: To pocket the most rings by using any ring as the Shooting Ring.

The Game: The game consists of two rounds, with a round being called when all the rings on the board have been pocketed. Each player has the opportunity to take the first shot in a round.

All the red and green rings are centered on the table except a white Shooting Ring. The first player shoots at the rings and if he pockets a ring he continues to shoot, using any ring as a shooter. His opponent plays in the same manner after he misses.

After all the rings are pocketed, the second round is played, with the opponent of the first shooter taking the first shot of the round.

If a Shooting Ring is pocketed, the shooter loses his turn and forfeits a ring on the center of the board.

SCORE: One for each ring. Highest score at the end of two rounds is the winner.

POCKET COUNT

Played on the checker side of the board.

Equipment: 13 rings, 1 white Shooting Ring.

Object of the Game: To score an exact total of 40 points by pocketing rings in the numbered pockets. The score for each ring pocketed is based on the number of

the pocket (a ring pocketed in pocket No. 1 scores 1 point, in pocket No. 2, 2 points, etc.)

The Game: Place 13 rings in the center of the board. The first player shoots the white Shooting Ring from the base line and tries to pocket the playing rings. The score for a pocketed ring is based on the number of the pocket. If a ring is pocketed the player continues to shoot. When a player misses, the next player shoots the white Shooting Ring from where it lies.

If the white Shooting Ring is pocketed the shooter forfeits his turn and any playing ring pocketed is placed back on the board.

SCORE: The first player who scores 40 and exactly 40 points is the winner. If a score in excess of 40 is made, the last ring scored becomes a "no count" and the next player takes his turn.

MIXER

Played on the checker side of the board.

Equipment: All the rings, 15 of which use the numbered paper disks.

Object of the Game: To score the highest number of points playing with all the rings, only 15 of which use the numbered disks. The black ring counts 25.

The Game: The same as Ring Caram except:

The numbered rings as well as the balance of un-numbered rings together with the black ring are centered on the board.

When a Shooting Ring goes into a pocket the player must forfeit the highest numbered ring in his possession. The black ring is never forfeited.

SCORE: Each ring as numbered; un-numbered rings one, black ring 25.

SPOT SHOTS

Equipment: Same as Ring Carom.

Object of the Game: To hit into any pocket, by means of your Shooting Ring, all of the rings of your selected color and the "wild" black ring. Shooting must start at Position No. 1 and if a ring is pocketed the next shot is taken from Position No. 2. With each successful shot the player advances to the next higher numbered spot for his next shot.

The Game: In all respects other than the rotation of the spot for shooting after each successful shot, the game is played exactly as Ring Carom.

SINGLE RINGS

Played on the checker side of the board.

Equipment: 12 green rings, 12 red rings, 2 white Shooting Rings.

Object of the Game: To pocket each ring that you place in the center of the board by shooting at it from any numbered position spot. Pocket must be called for score to count.

The Game: Each player starts with 12 rings of one color and a Shooting Ring. The first player places one of his rings in the center of the board and attempts to pocket it with his Shooting Ring which is shot from any numbered position spot (1, 2, etc.). If he pockets the ring he keeps it, if he fails, he forfeits it to his opponent. Each player has one shot and passes his turn whether the ring is pocketed or not.

The game ends when one player has all the rings.

SINGLE RINGS VARIATION

Played on the checker side of the board.

Equipment: Same as Single Rings.

Object of the Game: Same as Single Rings except that a player who pockets a ring continues to shoot until he misses.

FOUR TRIES

Played on the checker side of the board.

Equipment: 12 red rings, 12 green rings, 2 white Shooting Rings.

Object of the Game: To score more rings than your opponent, each player having four successive plays.

The Game: Same as Ring Caram except a player has four successive plays. A play is counted only when a player misses a shot, not when rings are pocketed.

SCORE: Player with the highest number of rings pocketed after four successive plays is the winner.

BANK THEM ALL
(For the Experts)

Played on the checker side of the board.

Equipment: 15 rings with numbered paper disks, 2 white Shooting Rings.

Object of the Game: To score the highest number of points by banking every shot at the numbered disks.

The Game: Center the numbered disk rings on the board. Each player takes every shot from the Shooting line but must bank his Shooting Ring, that is, his Shooting Ring must hit the rim board before hitting a ring.

There are no forfeits for pocketing the Shooting Ring or going off the board.

SCORE: Player with highest total based on a total of the numbered rings scored is the winner.

REBOUND

Played on the checker side of the board.

Equipment: 4 green rings, one white Shooting Ring.

Object of the Game: To score a billiard by hitting two or more playing rings with your Shooting Ring. Total score of 30 points wins.

The Game: Four green rings are placed in the center of the board approximately six inches apart to form a square. The first player shoots a white Shooting Ring from any point on the base line in an attempt to strike two rings and thus score a billiard point. If the Shooting Ring strikes more than two rings a point is added for each additional ring struck.

When a billiard shot is made the player continues to shoot. When a player misses, his opponent shoots from where the Shooting Ring lies.

If a ring is pocketed it is placed at the center of the board.

If the Shooting Ring is pocketed, the player loses his turn and forfeits one of his points. No forfeit of a point occurs if the Shooting Ring is pocketed on a billiard shot, but the player does lose his turn.

SCORE: The player who first scores 30 points is the winner.

EASY REBOUND

Played on the checker side of the board.

Equipment: 5 green rings, 1 white Shooting Ring.

Object of the Game: Same as Rebound.

The Game: Same as billiard except 5 rings are placed in the center of the board to form a square with a ring in the center.

POCKET REBOUND

Played on the checker side of the board.

Object of the Game: To score points by scoring a billiard (the Shooting Ring striking two or more playing rings) or exercising the option, after a billiard shot is made, to pocket a ring for a score.

The Game: Played the same as Billiard except after a billiard score is made, the player can continue to shoot for another billiard or can shoot to pocket a ring for a score. A ring when pocketed should be placed in the center. If the center is occupied the ring should be placed approximately 6 inches to the right or left of the center.

A pocket shot can only be attempted after a billiard shot has been made. After a pocket shot has been made a billiard must be attempted.

SCORE: The player who first scores 30 points is the winner.

ALL IN ONE

Played on the checker side of the board.

Equipment: 10 rings of one color, one white Shooting Ring.

Object of the Game: To score all of the 10 rings set up in front of a pocket in that pocket with 5 shots.

The Game: Set up a triangle of 10 rings of one color directly in front of a pocket. Line up the rings 4, 3, 2, 1 with the base of the triangle closest to the pocket, and without the rings touching each other.

The players shoot from the numbered spot diagonally opposite the rings, and each player has five shots to pocket all the rings. No score is counted unless all the rings are scored. If all rings are pocketed with 5 shots, one point is scored. If all are pocketed in 4 shots, two points are scored; if pocketed in 3 shots, three points are scored.

If the Shooting Ring is pocketed, any rings pocketed by the shot are set up in front of the pocket and a shot is counted.

SCORE: When both players have had a turn, an inning is counted. The player with the highest score at the end of three innings wins the game.

PURSUIT

Played on the checker side of the board.

Equipment: 3 green rings, 3 red rings, one white Shooting Ring.

Object of the Game: To pocket three rings placed on the backgammon (triangle) spots, the player being required to call the ring he expects to pocket and to continue to shoot at no other ring until the called ring is pocketed.

The Game: Each player places three rings of a color on alternating tips of the backgammon (triangle) spots on the side opposite from where he is playing. The color of the rings of each player should differ. One Shooting Ring is used and the first player shoots from any point on his base line at one ring which he selects to pocket. A missed shot permits the opposing player to shoot at one of his colored rings which he selects to pocket. A player must continue play on the selected ring before he can play another ring.

The player who first pockets his three rings is the winner.

If the Shooting Ring is pocketed the player loses his turn.

If a ring other than the selected ring is pocketed, it is placed on the backgammon spot. Rings moved from their spots during play remain where they lie.

HIGH POCKET COUNT

Played on the checker side of the board.

Equipment: 24 red and green rings, one white Shooting Ring.

Object of the Game: To pocket any ring in any pocket to accumulate a score of 70. The score for a ring pocketed is in accordance with the number of that pocket, 1, 2, 3, or 4.

The Game: Bunch all of the green and red rings (24) in the center of the game board. Placing a Shooting Ring at any point on the base line, a player shoots to pocket any ring in any of the pockets. A ring pocketed is scored in accordance with the number of that pocket. A player continues to shoot from where the Shooting Ring lies after any score. He loses his turn when he fails to pocket a ring, when he pockets his Shooting Ring, or when any ring is shot off the board.

When a player loses his turn he totals his score and all pocketed rings are centered on the board without disturbing those still in play. The next player then shoots from the base line on his side of the board.

If a Shooting Ring is pocketed, the player loses his turn and forfeits any ring scored on the shot. If no ring is scored on the shot, the player forfeits points in accordance with the number of the pocket.

PENALTY

Played on the checker side of the board.

Equipment: 12 green and 12 red rings, 2 white Shooting Rings.

Object of the Game: To score more points than your opponent by pocketing any ring for one point scores, and your opponent's ring for two point score. Total score after all rings are pocketed wins.

The Game: Place all red and green rings in the center of the board. The first player shoots his Shooting Ring from the base line in an attempt to score any ring in any pocket. When a ring is pocketed he continues to shoot from where the Shooting Ring lies.

When a player misses, his Shooting Ring must stay in play on the board where it lies. The next player has the opportunity to pocket his opponent's Shooting Ring and, if successful, collects two rings from the opponent. The opponent pays off only if he has rings which he has pocketed.

The game ends when all the rings are pocketed. The player with the most rings wins.

A player loses his turn when he fails to pocket a ring, when a ring is shot or hit

off the board, and when the Shooting Ring is pocketed. A pocketed Shooting Ring is placed in the center of the board.

BILLIARDS

Played on the checker side of the board.

Equipment: One green ring, one red ring, one white Shooting Ring.

Object of the Game: Using two playing rings and the Shooting Ring, a player tries to make a score by having his shooter hit both playing rings. A total of 30 points wins.

The Game: To start the game place the Shooting Ring on pocket spot No. 1 and a red playing ring directly opposite on pocket spot No. 3. Place a green playing ring on the base line midway between pocket spots 3 and 4. The player then shoots at one of the rings and attempts to carom the Shooting Ring so that it hits both playing rings for a billiard score. If successful, the player continues shooting from any point on the base line.

When a player fails to score, his opponent places the Shooting Ring at any point on the base line and proceeds to shoot for a billiard.

Any playing ring pocketed during a billiard score counts an additional point. If both playing rings should be pocketed during a billiard shot, two additional points are counted.

Should the Shooting Ring be pocketed or shot off the board the player loses his turn.

Playing rings when pocketed should be placed in the center of the board. If both playing rings are pocketed, one should be placed in the center and the other on the base line at any point midway between any two pockets.

FOUR RING BILLIARD

Same as Billiard except made simpler to score by adding an additional playing ring which is placed in the center of the board to start the game.

WILD BILLIARD

Same game as Billiard except that any ring can be selected by the player to be the Shooting Ring after each shot.

OPTION BILLIARD

Played on the checker side of the board.

Equipment: 4 green rings, 2 white Shooting Rings.

Object of the Game: Using 4 green rings, and a Shooting Ring for each player, the object of the game is to score a total of 25 points either by direct pocketing of a green ring or making a billiard shot - hitting two or more rings with the Shooting Ring.

The Game: Space the 4 green rings in the form of a square in the center of the board, with the rings spaced approximately six inches between each other.

The first player shoots his Shooting Ring from anywhere on the base line and attempts to score a billiard point by hitting two rings with his Shooting Ring, or a point by direct pocketing of any ring.

When the first player loses his turn, his Shooting Ring remains on the board. The next player then places his Shooting Ring anywhere on the base line and shoots for a billiard or to pocket a ring. He can shoot at his opponent's Shooting Ring either

to pocket it, or for a billiard shot.

A playing ring when pocketed is placed in the center of the board for further play. An opponent's Shooting Ring when pocketed is out of play, and is put back into play by the opponent when the player loses his turn. The Shooting Ring is played from any point on the base line. A player who pockets his own Shooting Ring or causes a ring to go off the board forfeits any points scored with the shot and loses his turn.

LINE-UP

Played on the checker side of the board.

Equipment: 6 green rings, one white Shooting Ring.

Object of the Game: To pocket, one at a time, a line of six rings by shooting at the end rings of the line only at all times. Each ring scored counts one point. Total of ten points wins.

The Game: Place six rings in a line at the center of the board. The first player shoots the Shooting Ring from the base line at either of the end rings in the column attempting to pocket the line of rings one at a time. When an end ring is knocked out of the line but not pocketed, and the line of rings not otherwise disturbed, the next player can shoot at the loose ring wherever it lies. Play on the loose ring is continued until pocketed.

If the line of rings should be knocked apart, either by shots directed at the end rings or at a loose ring when in play, the line is reformed and play starts over again.

The player shoots the Shooting Ring from wherever it lies, and when a ring is pocketed the Shooting Ring is placed in play again from the base line.

DOUBLE LINE-UP

Played on the checker side of the board.

Equipment: 6 red rings, 6 green rings, one white Shooting Ring.

Object of the Game: To pocket your column of six rings by bank shots only.

The Game: Player sitting at station between pockets 1 and 2 places six rings in a column, starting from a point on pocket spot No. 2 and headed toward pocket No. 3. The player at the opposite side of the board lines up his six rings in the same manner from the pocket No. 4 at his right.

The first player banks his Shooting Ring from the rim opposite him and attempts to pocket the rings in his column. The Shooting Ring is picked up after each shot. When a ring is pocketed the player continues to shoot.

If a Shooting Ring is pocketed, the player loses his turn and places a ring in the column as a forfeit.

The player who first pockets his rings wins a round. The winner of two rounds wins the game.

SIX AT WAR

Played on the checker side of the board.

Equipment: 6 green rings, 6 red rings, 2 white Shooting Rings.

Object of the Game: To pocket six of your rings before your opponent pockets his.

The Game: Each player places six rings of a color on the Backgammon tips on the side opposite his station. The first player shoots his Shooting Ring to pocket his

rings in any pocket. If he pockets a ring, he continues shooting until he misses. The Shooting Ring is played from where it lies.

The second player uses his own Shooting Ring and plays to pocket his rings. If a Shooting Ring goes into a pocket a ring is placed on the Backgammon tip and the player loses his turn.

SCORE: The player first pocketing all his rings wins a round. Winner of two rounds wins the game.

RING STACKS

Played on the checker side of the board.

Equipment: 12 green and 12 red rings, one black ring, 2 white Shooting Rings.

Object of the Game: The same as Ring Carom. The variation consists in placing in the center of the board the Black Ring surrounded by 12 stacks of 2 rings per stack. Each stack shall have a red and green ring, with 6 stacks having the red on the bottom and the others having the green ring on the bottom.

SCORE: Same as in Ring Carom.

STRAIGHT SHOOTING

Played on the checker side of the board.

Equipment: 4 green rings, 3 red rings, one white Shooting Ring.

Object of the Game: To shoot 4 green rings off a straight line without touching 3 red rings placed in between the green.

The Game: Place 4 green and 3 red rings alternately and evenly spaced on the straight line running between the No. 1 and No. 2 pockets. From any point on the line 3 - 4, on the opposite side of the board, a player shoots the Shooting Ring in an attempt to move the green rings off the line without touching or moving the red rings. Each shot is made from the base or shooting line. A player loses his turn when he hits or disturbs a red ring or fails to move a green. The line of rings is reset after each turn.

SCORE: The player moving the most green rings in 5 turns is the winner.

THREE RINGS

Played on the checker side of the board.

Equipment: One green ring, 2 red rings.

Object of the Game: Playing with three rings on a straight line, a player shoots one and attempts to hit the other two for a score.

The Game: Place a green ring in the center of any straight line between the pockets. Place a red ring on each side of the green so that the three rings are equal distance from each other. A player shoots one of the red rings and attempts to hit the other two rings for a point score.

SCORE: Five points wins the game.

BLACK BANK

Played on the checker side of the board.

Equipment: One black ring, 2 white Shooting Rings.

Object of the Game: To pocket the black ring from its center spot on the board by means of bank shots - shots which carom off the rim boards.

The Game: Center the black ring on the board. The first player, shooting from the base line, banks his Shooting Ring off the rim board and tries to hit the black ring into a pocket. After three tries the player loses his turn.

A player may choose to start his second and third shot from where the Shooting Ring lies or from the base line. The black ring, if moved but not pocketed, remains in its position until the next player shoots, at which time it is again placed in the center.

SCORE: The black ring, if pocketed on the first shot of a turn, counts 10; if on the second shot, 5; if on the third shot, 3. For any hit of the black ring count one point. Game is 15 points.

ALL BANKS

Played on the checker side of the board.

Equipment: 12 red rings, one white Shooting Ring.

Object of the Game: To hit playing rings by means of bank shots (striking the rim board first) made from any of the numbered spot positions.

The Game: Place 12 rings of one color in the center of the board. The first player places the Shooting Ring on any of the number shot positions (1, 2, 3, 4) and attempts to hit the playing rings by caroming off the rim board. Any playing ring hit is counted as a score and kept by the player. Each play is from a numbered spot position.

A player loses his turn when he fails to bank-hit a playing ring.

If the Shooting Ring goes into a pocket, the player loses his turn and in addition forfeits two rings on the center of the board.

SCORE: The player with the most rings wins.

RED RINGS WILD

Played on the checker side of the board.

Equipment: 4 green rings, 4 white rings, 7 red rings, one black Shooting Ring.

Object of the Game: Each player to pocket his playing rings, green or white rings as selected, and a "wild" red ring for each playing ring pocketed.

The Game: Place the 7 "wild" red rings in the center of the board and place the 4 green and 4 white playing rings around them. The first player places the black Shooting Ring on the base line and shoots it into the group of playing rings, trying to pocket a ring of his color. If he succeeds in pocketing one of his playing rings, he next tries to pocket a red ring. He continues to alternate, pocketing his playing ring and a red ring until all of his 4 rings are pocketed. When a player misses, his opponent shoots the same Shooting Ring from where it lies and shoots at rings of his color.

When a player resumes shooting after his opponent misses, he shoots at whatever type ring he last failed to pocket. That is, if he missed when shooting at a wild red ring, he resumes shooting at any wild red ring. If a player shooting at his own playing ring or at a wild red ring fails to pocket that piece and pockets the other piece instead, the pocketed piece is placed in the center of the board and the player loses his shot.

If two playing rings or red rings are made on one shot, the player must pocket two of the other pieces on his subsequent shots.

SCORE: The player who first pockets all of his 4 playing rings and 4 red rings wins the game.

SHUFFLE RING

Played on the checker side of the board.

Equipment: 3 red rings, 3 green rings.

Object of the Game: To shoot your ring as close to the edge of the pocket as possible without pocketing it.

The Game: Each player starts off with three rings of a color. The first player shoots from the No. 1 spot diagonally toward the No. 3 pocket attempting to land his rings as close as possible to the edge of the pocket. The next player shoots from the No. 1 spot in the same manner, and can drive his opponent's ring out of play into the pocket, or try to get close to the pocket's edge.

When all three rings are played, the ring closest to the edge of the pocket scores 3, next closest 2, and third closest 1. If any ring is hanging over the rim of the pocket, it scores double.

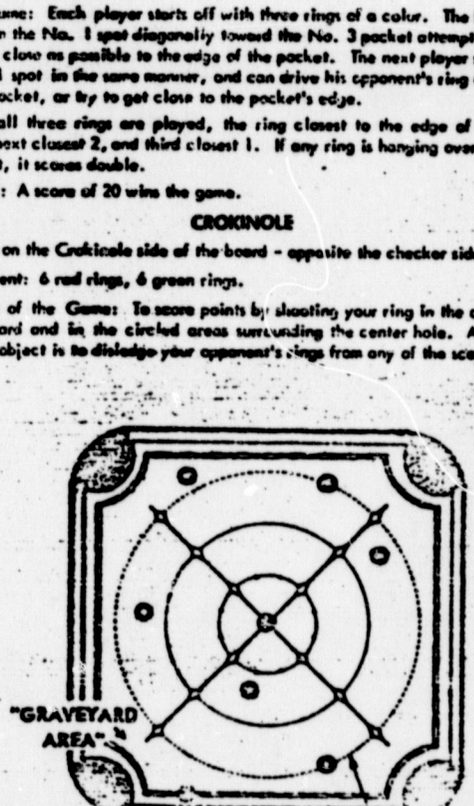
SCORE: A score of 20 wins the game.

CROKINOLE

Played on the Crokinole side of the board - opposite the checker side.

Equipment: 6 red rings, 6 green rings.

Object of the Game: To score points by shooting your ring in the center hole on the board and in the circled areas surrounding the center hole. At the same time your object is to dislodge your opponent's rings from any of the scoring areas.



DOTTED LINE SHOWS SHOOTING CIRCLE

The Game: Each player plays with 6 rings and plays only from one side of the board between any two pockets.

The first player places one of his rings on the outside circle line in his area of the board and tries to shoot it into the center hole. The next player takes his turn and tries to knock his opponent's ring out of the entire circle area.

Each player's turn consists in shooting one ring only. When all 6 rings are played by both players, a round is completed and the score totaled. Scoring is as follows: a ring in the center hole counts 10; a ring in the smallest circle counts 5; in the next size circle 3; and in the largest area circle 2. A ring touching the line is considered in the area outside the line. Rings outside the outer circle area have no count. Total of 50 points wins the game.

A ring shot into the center hole is scored 10 points immediately and this count is not lost if the ring is later dislodged. However, if 10 points or less is all that is needed to complete a game, a ring shot into the center hole cannot be counted until the round is completed. This means the ring can be dislodged for a no-count under this circumstance.

A ring in the center hole when scored at once is not scored again at the completion of the round if it has not been dislodged.

PIN — CROKINOLE
(Variation of Crokinole)

Played on the Crokinole side of the board.

Equipment: 6 red rings, 6 green rings, 2 tenpins.

Object of the Game: Same as Crokinole except that a player's tenpin first must be knocked down during the round of play for points scored in the round to be actually counted.

The Game: Each player plays with 6 rings and a tenpin. The tenpin is placed by each player on the outside edge of the smallest peg circle and on the opposite side of the board from where he sits. The two pins therefore are directly across from each other.

Each player must first knock down his tenpin on the far side of the small circle or shoot to knock his opponent's ring outside the scoring circle area before he can shoot to land in the center hole on the board.

When a player knocks down his pin it is removed from the board and the playing ring can be picked up for another shot. If an opponent's tenpin is knocked down it is set up again.

A player can only shoot for a center hole score when his tenpin is out of play and when no opponent's ring is in a scoring circle area.

A player's tenpin can be knocked down by a direct hit or a caromed ring but the ring knocking down the pin must be the shooter's ring.

If a player has not knocked down his tenpin at the end of a round, no points can be counted even though he may have rings in the scoring circles.

Total of 50 points wins the game.

DOUBLE HEADER

Played on the Crokinole side of the board.

Equipment: 8 red rings, 8 green rings, 2 white Shooting Rings.

Object of the Game: To dislodge the top of two rings placed over the Crokinole

pegs on your opponent's side of the board.

The Game: Each player places 2 rings of one color over the 4 Crokinole pegs on his half side of the board. The first player places his Shooting Ring at any point on the outer circle line on his half side of the board and attempts to dislodge any of his opponent's top rings.

If a top ring is dislodged, the player scores ten points. A dislodged ring can only be replaced on a peg if it is in the "Graveyard" - the area outside the outside circle. If a dislodged ring falls into the circle area, the player can shoot to force it into the "Graveyard" and thereby have it replaced on the peg. He may, if he chooses, shoot at any other top ring still on a peg.

A player loses his turn and removes his Shooting Ring from the board when he fails to dislodge an opponent's top ring, or fails to force an opponent's ring into the "Graveyard".

A bottom ring dislodged from a peg is replaced without counting, and a player loses his turn.

If a player dislodges his own top ring from a peg, it is immediately replaced, the player loses his turn and forfeits five points.

50 points wins the game.

RING OFF

(A Variation of Double Header)

Played on the Crokinole side of the board.

Equipment: 5 green rings, 5 red rings, 2 white Shooting Rings.

The Game: Same as Double Header except:

1. Only a single ring is placed on three of the pegs on each side of the board. The far left peg on each side of the board is equipped with two rings.
2. Any ring can be knocked off the pegs. Top ring dislodged counts 10 points, and lower or single rings count 5 points if dislodged from the pegs.
3. A ring forced out of the circle into the "Graveyard" area can be placed on the far left post to form another double stack.

50 points wins the game.

TIME CROKINOLE

A variation of Crokinole. Best played with a number of players on each side but can be played with two players.

The Game: Same as Crokinole except a limit of one minute is set for players to shoot all of their rings.

A timekeeper calls the start of the game and the selected first player shoots his rings for the center hole. Any other player can then shoot for a scoring position or to force an opponent's ring into the "Graveyard" or area outside the outer circle. A player can stall his shots or rapid fire them but cease fire is declared by the timekeeper at the end of a minute. A count as in Crokinole is made and the team or player with the highest score wins the round.

The team winning three rounds wins the game.

CORNER DOUBLE BANK

Played on the Crokinole side of the board.

Equipment: 3 red rings, 3 green rings.

Object of the Game: To shoot your ring so that it will bank off two rims and land in the center or pegged circle of the board for a score.

The Game: Each player plays with 3 rings of a color. The first player shoots each of his 3 rings from a point, on his side of the board, outside the large outer circle, toward a corner on the opposite side so that it will bank off the two rims and land in the center of the pegged circle.

Each ring when shot is left on the board. A ring must bank off both rims and land inside the pegged circle to score a point.

The opposing player shoots from the opposite side of the board.

The highest score at the end of 5 rounds wins the game.

PIGGY BACK

Played on the Crokinole side of the board.

Equipment: One red ring, one black ring, one white Shooting Ring.

Object of the Game: To dislodge the black ring from the top of the red ring in the center of the board, so that it will come to rest outside the outer circle, at the same time keeping the red ring inside the inner or pegged circle.

The Game: Place the red ring in the hole in the center of the board and place the black ring on top of it.

The first player shoots the Shooting Ring from any point outside the outer circle and tries to hit the red ring so that the black ring will go outside the outer circle and the red remain inside the inner circle.

Each player has one turn.

SCORING: If the black ring rests inside the inner circle it carries no score; if it rests in the middle circle area it counts one point; inside the outer circle area two points. If the black ring comes to rest outside the outer circle it counts three points. The count for the red ring is in reverse - 3 points for inside the pegged circle, 2 points inside the middle circle, 1 point inside the outer circle and no points outside the outer circle.

First player scoring 20 points wins.

RING OUT

Played on the Crokinole side of the board.

Equipment: 4 green rings, 4 red rings 2 white Shooting Rings.

Object of the Game: To dislodge an opponent's ring from its peg and into the "Graveyard", the area outside the outer circle.

The Game: Each player has 4 rings of a color, red or green, and places one alternately over 4 pegs. Each player in his turn shoots his Shooting Ring at an opponent's ring to dislodge it from its peg and force it into the "Graveyard".

If a player fails to dislodge an opponent's ring he loses his turn. If he dislodges a ring and it falls into the circle area, the player loses his turn. If a ring is dislodged and falls into the "Graveyard" (outside the circle) the player continues to shoot.

All shots are taken from outside the outer circle.

A player must shoot at any opponent's ring in the circle area before attempting

to dislodge an opponent's ring from a peg.

If a player dislodges one of his own rings from a peg, he loses his turn and the ring remains where it lies.

A ring landing in the center hole scores 10 points for its owner and must be forced out of the hole by the opponent before the opponent can shoot at a pegged ring.

If a player's Shooting Ring lands in the center hole, he loses his turn and removes it for further play.

A round is completed when all of the rings of one player or team have landed in the "Graveyard". Rings on the board then are scored as follows: a ring over the peg counts 20; a ring inside the small center circle 10; a ring in the next larger circle, 5; and a ring in the largest circle, 3.

100 points wins the game.

CIRCLE SCORES

Played on the Crokinole side of the board.

Equipment: 12 green rings, 12 red rings.

Object of the Game: To bank your rings off any side board and land them inside the center pegged circle for a score.

The Game: Each player, if two are playing, starts with 12 rings of a color, and alternately shoots one at a time, banking the rings against any side board in an attempt to land them inside the center or pegged circle. Each ring after a shot remains where it comes to rest. If an opponent's ring lies in the circle it is proper to attempt to force it out with a bank shot.

SCORE: A ring inside the pegged circle counts 5. If a ring should land in the center hole it counts 10. Total of 50 points wins the game.

CENTER OUT

Played on the Crokinole side of the board.

Equipment: One green ring, 2 white Shooting Rings.

Object of the Game: To dislodge the ring in the center hole by a bank shot.

The Game: Place a green ring in the hole in the center of the board. Each player uses a Shooting Ring and has a turn to dislodge the ring from the hole with a bank shot only. The Shooting Ring is picked up by the shooter after each shot. The center ring when dislodged is replaced for the next shot.

SCORE: If the center ring is dislodged from the hole and comes to rest in the small pegged circle area, count 2 points. If it comes to rest in the next larger circle, count 3 points. If it comes to rest in the largest circle area, count 5 points. A ring dislodged and coming to rest outside the circle area counts 10 points.

Total of 50 points wins the game.

FORCE OUT

Played on the Crokinole side of the board.

Equipment: 8 red rings, 8 green rings, 2 white Shooting Rings.

Object of the Game: To force your opponent's rings out of the scoring circle and out of play, at the same time attempting to keep your rings inside the scoring circle area.

The Game: Each player places 8 rings of one color inside the small circle, with the 16 rings being mixed so that rings of one color will not be bunched.

The first player shoots his Shooting Ring from any point on the line of the larger outer circle on his side of the board, and attempts to force an opponent's ring out of the circle area. A force-out of an opponent's ring allows the player to shoot again from the starting line. Forced-out rings are removed from the board.

If a player fails to force-out his opponent's ring he loses his turn and removes his Shooting Ring from play. His opponent resumes play from his side of the board, using his own Shooting Ring.

A player's own ring when forced out of the scoring circle area is out of play and removed from the board. A ring knocked into the center hole is scored as 5 points for the player to whom the ring belongs and the ring is removed from the board. If a Shooting Ring is landed in the center hole or outside the playing circle or off the board, the player loses his turn and one opponent's out-of-play ring is replaced inside the small center circle.

A round is completed when all the rings of one player have been forced out of the scoring circle area. A score of 5 is given to each of the rings remaining in the scoring circle. Total of 50 points wins the game.

FAST PLAY FORCE OUT

This is a variation of Force Out. The game is the same except one Shooting Ring only is used and play after the first shot is made from wherever the Shooting Ring lies.

DOUBLE CIRCLE

Played on the Crokinole side of the board.

Equipment: 4 red rings, 4 green rings, one white Shooting Ring.

Object of the Game: To pocket your color rings on called pocket shots.

The Game: At each point of line intersection on the outside circle place alternately a red and green ring. On the next inner circle alternately place a green and red ring. This will form two circles of alternately colored rings. No two rings of the same color will be next to each other.

The first player places the Shooting Ring in the center of the board, just outside the center hole, and shoots at his opponent's ring in an attempt to pocket his ring directly ahead. If he pockets his ring he then continues to shoot at any other of his rings but must call the pocket in which he intends to score his shot. If he misses, his opponent shoots the Shooting Ring from where it lies at any of his rings and he must also call his shot.

The player who first pockets all his rings is the winner of a round. Winner of two rounds wins the game.

If the Shooting Ring is pocketed the shooter loses his turn and the next player shoots from the center of the board. If a ring is pocketed in an uncalled pocket the ring is placed on the intersect spot on the outside circle closest to that pocket.

RING PEGS

Played on the Crokinole side of the board.

Equipment: 8 green rings, one white Shooting Ring.

Object of the Game: To shoot a Shooting Ring between and through the circle

of pegged rings from a point on the base line midway between the pockets.

The Game: Place 8 rings over the pegs on the Crokinole side of the board. The first player places the Shooting Ring outside the large outer circle midway between the pockets and attempts to shoot the ring through and outside the pegged circle. A successful shot counts one point. Each player has 5 shots.

A Shooting Ring that fails to go through the circle and lands in the center hole scores a minus two points.

The player with the highest score at the end of three rounds wins the game.

BETWEEN THE RINGS

Played on the Crokinole side of the board.

Equipment: 12 rings, any color; one white Shooting Ring, one black Shooting Ring.

Object of the Game: To make your Shooting Ring go around the circles in between the rings and land in the center hole with a higher total of points than your opponent.

The Game: Place the 12 rings at each of the four intersecting points on the 3 circles on the Crokinole side of the board. Starting at any point outside the outer circle, midway between 2 pockets, the first player shoots his color Shooting Ring between the outside and center positioned rings without striking a ring. He continues play clockwise shooting between the rings until he has completed the circle. He then continues shooting clockwise between the inside and center circle of rings until he has completed that circle. He next shoots to land his ring in the center hole to complete his play.

A player continues shooting until he fails to pass between 2 rings or hits a ring. If an opponent's Shooting Ring obstructs his passage, a player can hit his opponent as often as necessary to clear the way. However, if in hitting the opponent's ring he also strikes a spot ring he loses his turn.

SCORING: Each shot between the rings on the outer circle way counts one point; each shot between the rings on the inner circle way counts 2 points. Landing the ring in the center hole on the first attempt counts 3, second attempt 2, third attempt one.

When a Shooting Ring hits a spot ring the player loses one point and his turn. The spot ring is replaced on the spot. Each player shoots his Shooting Ring from where it lies.

Player scoring the highest total in reaching the center hole wins the game.

BOWLING

Played on the checker side of the board.

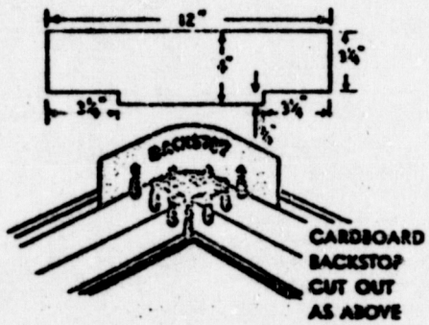
Equipment: 10 ten pins, 2 white Shooting Rings.

Object of the Game: Same as Bowling as played on Bowling Alleys.

The Game: Same as Bowling except that a Shooting Ring instead of a ball is used. The Shooting Ring is shot from the edge of the pocket diagonally opposite from where the pins are set.

SCORING: Same as Bowling—all pins knocked down with one shot scores a strike. All pins knocked down with two shots scores a spare.

For playing convenience one player acts as the Pin Boy, setting up pins, while the other shoots. Use of two Shooting Rings helps speed up the game.



FOUR PINS

Played on the checker side of the board.

Equipment: 4 ten pins, 2 white Shooting Rings.

Object of the Game: To knock down three pins of a triangle without knocking down the center pin.

The Game: Place 3 ten pins in a triangle in front of a pocket and place another pin in the center. Each player uses a Shooting Ring and has three successive shots to knock down the three outside pins of the triangle without knocking down the center pin. Shooting is done from a point near the pocket opposite the pins. Pins are removed as knocked down. If the center pin is knocked down it is set up again.

When all pins except the center pin are knocked down in three shots, a point is scored. When both players have had their turn an inning is concluded. The player with the most points in 10 innings wins the game.

THREE PINS

Played on the checker side of the board.

Equipment: 3 ten pins, one white Shooting Ring.

Object of the Game: To score maximum strike points by shooting at three pins from the opposite diagonal side of the board.

The Game: Set up 3 ten pins in a triangle in front of one pocket. Each player takes two shots with a Shooting Ring from the opposite pocket in an attempt to knock down the three pins. If all pins are knocked down with one shot, 3 points are scored. Otherwise one point is scored for each pin downed.

When both players have had their turns an inning is concluded. The player with the most points in 10 innings wins the game.

EACH HIS OWN

Played on the checker side of the board.

Equipment: 4 green rings with disks numbered 1 - 4. Four red rings with disks 11 - 14. One Shooting Ring.

Object of the Game: Each player tries to pocket his four rings in its corresponding numbered pocket before his opponent can. Rings 11 - 14 are played for pockets 1 - 4. Rings must be pocketed in numerical sequence.

The Game: Place the four green rings numbered 1 - 4 and the four red rings 11 - 14 in the center of the board. One player has the red, the other the green rings.

The first player places the Shooting Ring on the base line and shoots to pocket his No. 1 ring in pocket No. 1. If he misses, the next player shoots the Shooting Ring from where it lies and attempts to pocket his No. 11 ring in pocket No. 1. A player continues shooting until he misses, proceeding from pocket No. 1 to 2, to 3 and 4.

A player may shoot at any ring, his own or his opponents, and at any numbered ring, in an attempt to pocket his ring in its proper pocket.

If a ring is pocketed in the wrong pocket, the player loses his turn and the ring is centered on the board.

If a player pockets his ring in the proper pocket and pockets an opponent's ring, the latter is placed in the center of the board.

The player who pockets all his rings first is the winner.

ON GUARD

Played on the checker side of the board.

Equipment: 4 ten pins, 4 rings with numbered paper disks 1 - 4.

Object of the Game: To pocket the ten pin in the pocket it guards and then pocket the numbered rings in their corresponding numbered pockets, starting with pocket No. 1 and proceeding to pockets 2, 3 and 4. The guard pin must be pocketed before the numbered ring can be.

The Game: Set up a ten pin in front of each pocket. Place the numbered paper disks 1 through 4 inside four rings of a color. Place these rings at the corners of the checker square in front of their corresponding numbered pockets.

The first player shoots the Shooting Ring from any point on the lines opposite pocket No. 1 and tries to pocket the guard pin. After the pin has been pocketed, the number 1 ring must be pocketed in Pocket No. 1. Players then proceed to pocket guard pin No. 2 and ring No. 2, and so on, until all guard pins and rings are scored.

All shots are made from any point on the lines opposite the target pocket. Rings if moved by caroming shots stay where they rest.

When a player pockets a pin or a numbered ring in its proper pocket his turn continues. He picks the Shooting Ring and shoots from a point opposite the target pocket.

When a player misses a shot, or pockets the Shooting Ring, or pockets a ring before a pin is pocketed he loses his turn. In the latter case, the ring pocketed out of turn is placed on its spot at the corner of the checker square. If a pin or a ring is pocketed and the Shooting Ring is also pocketed the player loses his turn and the pin or ring is set up in its position again.

SCORING: 1 point for each pin pocketed. Rings count according to their number. Total of 20 points wins the game.

CLEAR THE GUARD

This game is a combination of Each His Own and On Guard.

The game is the same as Each His Own except that a wood ten pin is placed in front of each pocket and the pin must first be pocketed before rings can be scored. Players proceed to pocket the pins and rings in their numerical sequence.

Pins pocketed out of sequence are set up again. Rings pocketed out of sequence are placed in the center of the board.

The player who scores all of his rings in their proper pockets wins. No score is counted for pins pocketed.

DIAMONDS

Played on the checker side of the board.

Equipment: 9 ten pins, 2 white Shooting Rings.

Object of the Game: To knock down 9 ten pins with three shots.

The Game: Set up 9 ten pins in the shape of a diamond, 1 - 2 - 3 - 2 - 1, in front of one of the pockets. Each player uses his Shooting Ring and shooting from the opposite pocket has three shots to knock down all the pins. One point is scored if all pins are downed in three shots. If all pins are downed in one shot, three points are scored. No score is allowed if all pins are not downed in three shots.

An inning is concluded when both players have had their turn. Highest score at the end of 7 innings wins the game.

SIX PIN

Played on the checker side of the board.

Equipment: 6 ten pins, one white Shooting Ring.

Object of the Game: To knock down singly each of six ten pins placed on the tip of the Backgammon markers.

The Game: 6 ten pins are set up on the tips of the Backgammon markers on one side of the board. Using a white Shooting Ring, the player on the side opposite the pins shoots to knock down each pin one at a time. He may shoot at any pin but can knock down only one pin. Knocking down more than one pin or missing a pin entirely gives the opponent his turn. All pins are re-set after a player loses his turn.

The player who knocks down all pins with successive single shots wins the game but each player must have had an opportunity to shoot.

BANK THE FIVE

Played on the checker side of the board.

Equipment: 5 ten pins, 2 white Shooting Rings.

Object of the Game: To knock down by bank shots 5 ten pins placed in the center of the board.

The Game: Place one wood pin in the center of the board. Place 4 additional pins in the form of a square outside the center pin, spacing the pins two checker blocks apart.

Each player shoots his own Shooting Ring and has three successive bank shots to knock down the wood pins. A knocked down pin is removed from the board before the next shot is played. Each shot is taken from the base line.

If the center pin is knocked down before any of the other pins, it counts for 3 points, otherwise all pins when knocked down count one point.

When both players have taken their three shots, an inning is concluded. The player with the highest score at the end of 5 innings wins the game.

BLOCKADE

Played on the checker side of the board.

Equipment: 4 ten pins, 6 red rings, 6 green rings, 1 white Shooting Ring.

Object of the Game: To pocket all of the rings of your color before your opponent can pocket his.

The Game: Place a ten pin in front of each pocket. Place the six red and six green rings in the center of the board.

The first player shoots the Shooting Ring from the base line and tries to pocket one of his colored rings in any pocket without knocking down the ten pin. A player continues to shoot until he misses. Each shot is made from where the Shooting Ring lies. A player can not shoot off his opponent's rings, although rings pocketed as the result of a direct shot caroming off an opponent's ring are good.

If a ten pin is knocked down by the Shooting Ring, the player loses his turn, forfeits a ring (if he has one) placing it in the center of the board, and sets up the pin again. If the ten pin is knocked down by a playing ring there is no forfeit and the pin is set up again. If an opponent's ring is pocketed, it remains pocketed.

A player, shooting after the Shooting Ring is pocketed, shoots from the base line at his ring on the other side of the center line. He can choose, however, to bank a shot at a ring on his side of the center line.

SCORING: The player first scoring all his rings wins.

CALL THE BLOCKADE

This is a variation of Blockade. It is played the same except that a player must call the pocket on every shot. A ring pocketed in error is placed in the center of the board and the player loses his turn.

KING OF THE CASTLE

Played on the Crokinole side of the board.

Equipment: 6 red rings, 6 green rings, 1 ten pin.

Object of the Game: To land your rings in the high score circle area and displace your opponent's rings from these areas. The center or pegged circle area counts 5 points; the next larger circle area 3 points; the largest circle area 1 point.

The Game: Place a ten pin in the hole in the center of the board. Each player plays with 6 rings of a color, and from a position on opposite sides of the board.

The first player shoots one of his rings and attempts to have it rest in the center circle area without knocking down the wood pin. The next player takes a shot and tries to land his ring in the center circle or to knock out his opponent's ring from the circle.

If the wood pin is knocked down, whether on a direct hit or a carom hit, the shooter forfeits the ring he shot and the pin is re-set.

Each player plays one ring at a time, alternating with his opponent.

A ring knocked completely out of the outer circle is removed from the board.

After each player has played his six shots, points are scored on the basis of 5 points for rings in the center circle area; 3 in mid circle area; and 1 for the outer circle.

Total of 50 points wins the game.

CENTER SCORES

Played on the Crokinole side of the board.

Equipment: 1 ten pin, 4 color rings, 1 white Shooting Ring.

Object of the Game: To carom shoot four rings from the outer circle into the inner pegged circle without knocking down the center pin.

The Game: Place a ten pin in the center hole on the board. Place 4 rings on the outer circle line, one in front of each pocket.

The first player places the Shooting Ring on the border line in front of the pocket and in line with the playing ring. With his Shooting Ring he attempts to knock the playing ring with one shot into the center ring without knocking down the wood pin. After his one shot, he places his Shooting Ring in front of the next pocket and proceeds to knock that playing ring into the center ring, and so on until he has taken all of his four shots.

If the center pin is knocked down it is set up again and the ring removed from play.

If all four rings are knocked in the center circle 5 points are scored, otherwise one point is scored for each ring.

The player with the highest score at the completion of three turns is the winner.

DOUBLE CENTER SCORES

Same as Center Scores except eight playing rings are used, four on the outer circle and four on the mid circle, in line with each other.

Each player has eight shots, two from in front of each pocket, with the Shooting Ring positioned in front of the pocket for each shot.

All other rules are the same as Center Scores and the scoring is doubled.

PIN AND RING CALL

Played on the checker side of the board.

Equipment: 5 green rings, 5 red rings, 4 wood ten pins, Shooting Ring.

Object of the Game: To hit a playing ring so that it will pocket a ten pin on a called shot, thereby leaving the pocket clear for pocketing all your rings directly on called shots.

The Game: Place a ten pin in front of each pocket. Place 5 green and 5 red rings in the center of the board. The first player uses the Shooting Ring from any point on the base line to hit the playing rings and call the pin he intends to knock into the pocket. When a ring, on a called shot, knocks a pin into the pocket, that pocket is clear for a player to pocket rings of his color in that pocket on a called shot.

Play is always with the Shooting Ring from where it lies, and a player shoots at his rings only. A player can pocket a pin with an opponent's ring providing he first hits his ring.

A player continues shooting when he pockets a pin or ring. A pin or ring

pocketed on a non-called shot is set up again, pin in front of the pocket, ring in the center of the board, and the player loses his turn.

If a Shooting Ring is pocketed the player forfeits a ring, if he has one, in the center of the board.

SCORING: Each pin pocketed counts 2. Each ring pocketed counts 1. 15 points wins the game.

FOR THE YOUNGER FOLKS
SIMPLE SPIN TOP GAMES
(Played on the checker side of the board)

TOP SPIN

Object of the Game: Spin contest—to make your top spin longer than your opponent's.

The Game: Each player selects a top, and at the signal "Spin NOW" the players spin their tops together. The top spinning the longest is the winner of the inning. The player who first wins five innings is the winner of the game.

TIME TOP

Object of the Game: To time the spinning of three tops by each player.

The Game: Use a watch with an easy to read second hand. Each player spins the three tops, one at a time. Time is taken as the first top is set to spinning. Before the first top comes to a complete stop the second must be set in motion, and likewise the third top before the second comes to a stop. Time is taken after the third top comes to rest. The player with the longest time is the winner of the inning. Whoever wins three innings wins the game.

GREEN TOP DOWN

A variation of Time Top. Played the same as Time Top except the green top only is spun with the long end down. This is difficult, but possible.

FORFEIT

Object of the Game: Each player to be timed for the spinning of three tops. However, he must spin the green top first for at least 15 seconds. If his time for the green top spin is less than 15 seconds, he forfeits the privilege of spinning the other two tops.

The completion of a turn by each of the players constitutes an inning. The winner of three innings wins the game.

SPIN TIME

Object of the Game: To spin three tops, one at a time for a 30 second period. The player who first scores three 30 second spins is the winner.

SPIN SERIES

Object of the Game: Set a time period of 3 minutes for each player during which he spins three tops in succession, continuing to spin them until the time period is up. The player with the least number of spins is the winner.

MORE COMPETITIVE SPIN TOP GAMES
SPIN TO CENTER

Played on the Crokinole side of the board.

Object of the Game: To spin a top from the outer circle line so that it will

come to rest in the inner pegged circle in two spins.

The Game: Each player spins a top from his side of the board in the area between the outer and mid circle lines. If the top comes to rest in the inside pegged circle in one spin, 3 points are scored. A player has two spins to reach the inner circle and if successful in two spins, one point is scored. If the top comes to rest outside the pegged circle after the first spin, the second spin is made from the area where the top has been resting.

Two spins constitute a turn. Highest score in three turns determines the winner.

ESCAPE

Played on the Crokinole side of the board.

Object of the Game: To spin three tops inside a circle of wood pins and escape outside the circle.

The Game: Place 8 wood pins around the inside circle, one each between the Crokinole pegs. Place a ring in the center hole to act as a bumper.

Each player spins three tops one after the other and attempts to have them come to rest outside the circle. A top escaping the circle without knocking down a pin scores three points. If a top escapes the circle by knocking down a pin, one point is scored.

Each player has three turns, alternating, and the highest score at the end of the three turns wins.

BREAK-IN

Played on the Crokinole side of the board.

Object of the Game: To spin a top from the outer circle line and have it come to rest within the center pegged circle guarded by 4 ten pins.

The Game: Place 4 ten pins on the inner circle line at the point of line intersections.

The first player spins three tops, one at a time, from a point outside the outer circle, and tries to have them come to rest inside the inner pegged circle.

A top coming to rest inside the center hole counts 5 points; inside the center circle area 3 points.

If a pin is knocked down it is set up again when the top has come to rest.

Highest score at the completion of three turns by each player determines the winner.

SPIN COUNT

Played on the Crokinole side of the board.

Object of the Game: To spin tops so they will come to rest in high scoring areas.

The Game: A player spins three tops, one at a time, from the border line near the rim of the board.

SCORE: A top coming to rest in the center hole counts 5; in the center circle area 3; in the mid circle area 2, and in the large circle area 1. No count for tops resting outside the outer circle area. Highest score at the end of three turns for each player wins the game.

CENTER SPIN COUNT

This is a variation of Spin Count. It is the same except that the tops are spun inside the center circle and all are spun in rapid succession. Same scoring as in Spin Count.

POCKET PIN

Played on the checker side of the board.

Object of the Game: To spin a top into pins around a pocket so as to knock pins and top into the pocket.

The Game: Place 7 ten pins evenly spaced on the edge of the board around the pocket. Each player has a turn spinning a top from a position close to the pins in an attempt to knock pins into the pocket and have the top fall into the pocket.

SCORE: A pin knocked in the pocket counts one. If the top goes into the pocket it counts three. The highest score after 5 tries wins the game.

TEN PIN CIRCLE

Played on the checker side of the board.

Object of the Game: To spin three tops inside a circle of ten pins and knock down as many pins as possible.

The Game: Place the 10 wood pins in a circle approximately 6 inches in diameter in the center of the board. Each player spins three tops in rapid succession inside the circle. The player knocking down the most pins in 5 tries wins the game.

SINGLE K. O.

This is a variation of Ten Pin Circle. The game is the same except each player spins one top only instead of three tops in rapid succession. Scoring is the same.

RING SPIN

Played on the checker side of the board.

Object of the Game: To outspin your opponent by spinning a top inside a ring and having it jump outside.

The Game: Each player places a ring opposite each other on the outside border of the checker board square, at midpoint to allow as much playing room as possible.

Each player, together, spins a top inside the ring, trying to make the top jump out of the ring and continue spinning. This is not as difficult as it sounds. The top spinning the longest is the winner of the round. The winner of three rounds wins the game.

SPINNER BUMPS

Played on the checker side of the board.

Object of the Game: To spin the tops so that they will hit a ten pin for a score.

The Game: Place a ten pin in the center of the board. Each player in his turn spins the three tops as close to the ten pin as possible without knocking it down. A point is scored for each time a top touches the ten pin. This includes a touch by the top when it is twirling to a stop.

If a pin is knocked down, the scoring ceases and the next player takes his turn.

A turn by both players constitutes an inning. The player with the highest score at the end of 5 innings is the winner.

TIGHT SPIN CIRCLE

Played on the checker side of the board.

Object of the Game: To spin a top within a tight circle of ten pins and knock down as many pins as possible.

The Game: Make a tight circle in the center of the board of all ten wood pins. The pins are not to touch each other but should be close together to permit no top to pass through.

Each player has a turn spinning a top inside the circle and the player knocking down the most pins in 5 turns is the winner.

DOWN AND OUT

This is a variation of Tight Spin Circle. The game is played the same except no pins knocked down count unless the top spins its way outside and comes to rest outside the circle.

BUMP COUNTS

Played on the checker side of the board.

Object of the Game: To spin a top along a line of ten pins so the top will make a maximum number of contacts with the pins.

The Game: Line up all 10 wood pins in the middle of the board, each pin touching the next.

Each player takes a turn spinning a top so that the top will bump into the line of pins. A count is made of the number of bumps made by the top before it comes to rest.

The highest score after three tries wins the game.

CIRCLE FOUR

Played on the checker side of the board.

Equipment: 4 ten pins, one spin top.

Object of the Game: To knock over as many wood ten pins as possible with a spinning top.

The Game: Place 4 ten pins in a circle approximately 4" in diameter in the center of the board. Each player in turn spins a top in the circle and counts the number of pins knocked down by the top.

A player knocking down all pins is rewarded with a premium spin.

The player scoring the most points in 10 turns, exclusive of premium spins, is the winner.

TWENTY ONE
(Dice Game)

Played on the Crokinole side of the board.

Equipment: One dice.

Object of the Game: To roll one dice as many times as necessary to roll a total of 21.

The Game: A player continuously rolls a dice and totals the number of each throw until he reaches 21. If he exceeds 21 he has "bust". The player may choose to approach as close to a total of 21 as he feels is safe and turn the dice to his op-

ponent. If the opponent totals 21 or a number closer to 21 than the first player he wins the round. Three rounds win the game.

Each player rolls the dice in the direction of the center hole on the board from a point near one of the pockets. If the dice lands in the hole it is considered wild and the player can call any number he desires. Landing in the hole is important as a player's score counts close to 21.

ACE IN THE POCKET

Played on the checker side of the board.

Equipment: Pair of dice, 10 rings.

Object of the Game: To roll ace (1) and 6 on the dice so that you can get rid of all your rings.

The Game: Any number of players can play and each player has 2 rings. Each player has one roll at a time. If a player rolls an ace he places one of his rings in a pocket. If he throws a six, he passes a ring to the player on his left. No other numbers have any value.

Each player has a throw, provided he has a ring, and play continues around until all the rings except one have been placed in the pocket. The pocket is then declared closed and can accept no more rings. The player holding the last ring now has three throws and only a SIX will enable him to get rid of the ring. If he fails to roll a SIX he loses. If he rolls a SIX the next player is given the ring and he has three throws.

The last holder of the ring who fails to throw a SIX is the loser of the game.

In playing, while the pocket is open, the pocket always has the preference for receiving rings. This means that a player having only one ring and rolling an ACE, SIX, must give his ring to the pocket, unless of course, the pocket has been closed.

MINUTES AND HOURS

Played on the Crokinole side of the board.

Equipment: Dice, 1 red and 1 green ring, 2 white rings.

Object of the Game: Using the outer circle as the circle of a clock, and using the colored ring as the hour hand, and the white ring as the minute hand, each player moves his clock hands to complete a 12 hour period. The clock hand movement is determined by the rolling of the dice.

The Game: Each player sits in front of a pocket opposite from each other with his hour ring and minute ring on the outer circle at the point where the diameter line intersects. This point represents the start of the clock for each player.

The first player rolls the dice and moves the white ring or colored ring clockwise in accordance with the number rolled. If a double, the same number on each dice, is rolled, the player moves the colored ring or hour hand one hour. If a non-double number is rolled the white ring or minute hand is moved in accordance with the number. For example, if a 5 and 4 are rolled the player moves the white ring or minute hand 9 minutes. (Exact placement of the minute hand is not necessary and it is best to estimate to the closest 5 minutes).

Each player has a turn to roll the dice.

When the minute ring makes a complete round of the clock the hour ring is moved one hour.

When a player moves his colored ring or white ring and lands on a spot occupied by an opponent, the opponent moves his ring back one hour or 5 minutes, depending on whether his hour ring or minute ring was forced.

The player who circles the clock with his ring first, covering a 12 hour period, is the winner.

RENDEZVOUS

Played on the Crokinole side of the board.

Equipment: Pair of dice, one green and one red ring, two white rings.

Object of the Game: To start from different points on the outer circle and try to rendezvous, meet one another, through the rolling of the dice.

The Game: Using the outer circle as the circle face of a clock (refer to the game Minutes and Hours) each player places his ring on any "hour spot", representing the player's designated point of rendezvous.

The first player rolls the dice and moves the disk clockwise from his rendezvous point in accordance with the total minutes registered by the dice. For example, if an 8 is rolled on the dice, the player moves his ring ten minutes (to the closest five minutes).

Each player has a turn rolling the dice.

The player whose roll of the dice allows him to move on the spot occupied by his opponent's ring wins the game.

RING AND DICE

Played on the checker side of the board.

Equipment: 24 rings of any color, one Shooting Ring, one pair of dice.

Object of the Game: To pocket a ring positioned on the board on the basis of the number rolled on a pair of dice.

The Game: The first player rolls the dice. A ring is placed on the board and located in accordance with the number rolled on the dice. Starting from the corner of the checker board closest to pocket No. 1, numbers, in numerical order, are assigned to each of the red blocks running to the opposite corner. The red corner block closest to pocket No. 1 is 1, and the block at the opposite corner is 8. Numbers 9, 10, 11, and 12 are the white and red blocks to the right and left of block No. 8.

If a player rolls a 12, for example, a ring can be placed 4 blocks either to the right or left of the No. 8. It is then the opponent's opportunity, shooting for pocket spot No. 1 with his Shooting Ring, to pocket the ring. If he succeeds, he keeps the ring and takes over the dice. If he fails, the first player coniinues the ring and rolls the dice again. When a player has rolled the dice three times without his opponent pocketing a ring, he turns over the dice to his opponent and he becomes the shooter.

The player first totaling 12 rings wins the game. If a Shooting Ring is pocketed, it is merely considered an unsuccessful shot.

HOMEWARD BOUND

Played on the Crokinole side of the board.

Equipment: 1 red ring, 1 green ring, 1 pair of dice.

Object of the Game: To move one's ring from the center of the board to a selected pocket by rolling the dice for winning points.

The Game: Each player places a ring of his color in the center of the board on opposite sides of the hole. By successful rolling of the dice, a player can advance his ring on the diagonal line to the intersection of the first circle, thence to the second circle and then to the third or outer circle. Upon reaching the outer circle, successful throws of the dice permit movement around the circle, counterclockwise, with a stop at each point of intersection until the home pocket is reached. The player reaching his home pocket first is the winner.

If in circling the outer circle, a player encounters a spot occupied by his opponent, each player rolls one dice and the player rolling the highest number advances his ring and continues rolling the dice.

Dice Rolls:

If a player rolls a 7 or 11 on the first roll he moves his ring forward to the next point of intersection and continues possession of the dice. If he rolls a 2, 3 or 12, he moves backward one step, and rolls again, unless it should be the starting roll in which event he loses the dice to his opponent.

When a player rolls a number other than 7, 11, 1, 2, 3, on his first throw this number is his "point" and he rolls to make this point again before he rolls a 7. If he rolls his "point" he moves his ring to the next intersection and starts a new roll. If the player makes a 7 before making his point he loses the dice to his opponent.

It can be seen that it is possible for a player to start from the center of the board and in 7 successful rolls he can proceed to the first circle, 2nd circle, 3rd or outer circles, around the outer circle and home.

The player reaching home first is the winner of the game.

CHECKERS

This common household game can be played on the game board using rings in the place of checkers.

For those who do not know the rules, it is recommended that someone who knows the game be allowed to instruct under actual play conditions.

VARIATIONS IN CHECKER GAMES

There are a number of variations of the game of checkers. Following are only several of the more popular.

REVERSE CHECKERS

The object of this game is the opposite of that of regular checkers. Instead of protecting your men against the jumps of your opponent, you play to get rid of your men to your opponent, or to set yourself up so that you are unable to move. Instead, also, of striving to have your men crowned as Kings, you avoid moves that will give you Kings.

TRIANGLE CHECKERS

Each player uses 10 rings and sets them up on the checker board in the form of a triangle, 4 at the base, 3, 2 and 1 toward the middle of the board.

The object of the game is to take over the positions occupied by your opponent. Movement must always be forward. A player can move by jumping over his own men as well as over his opponent's.

If play comes to a standstill, the player occupying most of his opponent's original position is the winner.

CORNER CHECKERS

This game is played with nine checkers for each player. The checkers are positioned in opposite corners, with one checker in the corner, three in the next row toward center, and five in the next.

Play is the same as in standard checkers. However, a checker can only be made King when it is able to occupy the opponent's single corner spot.

The three checkers at the base of the board on each player's side are ineligible for crowning.

HUNTERS AND THE HARE

The game is played on the checker board.

One player takes the part of the hunters and plays with four checkers lined up on the base of the board. The other player takes the part of the hare and plays with one checker placed in the corner spot opposite the hunters.

The object of the game is for the hunters to trap the hare so that it cannot move, or for the hare to achieve freedom by getting behind the hunters. Both hunters and hare can move diagonally only—the hunters forward only; the hare forward or backward. There is no jumping, only maneuvering.

CHESS

This universally known game can be played on the checker board side of the game board. Because of the complexity of the rules and procedures for play, it is impractical to include chess rules in this booklet. Books on this game are available in the public library or in bookstores.

BACKGAMMON

This ancient game can be played on the triangle spots on the checker side of the board.

Since the rules of this game are lengthy, and variation in play is great, the rules are not included in this booklet. Books on this game should be available in the public library.

The Game Board can be set up for play as follows:

The Inner Table for one player is the triangle spots between pockets 1 and 2; the outer table the triangle spots between pockets 2 and 3. The opponent's outer table consists of the spots between 3 and 4; the inner table the spots between 4 and 1. The Bar or dividing line runs diagonally between pockets 2 and 4.

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Between the Rings	20
Billiards	10
Black Bank	12
Blockade	24
Bowling	20
Break In	27
Bump Counts	29
Call the Block	5
Call the Blockade	24
Center Out	18
Center Scores	25
Center Spin Count	28
Checkers	32
Chess	33
Circle Four	29
Circle Scores	18
Clear the Guard	23
Corner Checkers	33
Corner Double Bank	16
Crokinole	14
Deduct	4
Diamonds	23
Double Center Scores	25
Double Circle	19
Double Header	15
Double Line-Up	11
Down & Out	29
Each His Own	21
Easy Rebound	8
Escape	27
Fast Play Force Out	19
Force Out	18
Forfeit	26
Four Pins	21
Four Ring Billiard	10
Four Tries	7

Game	Page
Green Top Down	26
High Pocket Count	9
Homeward Bound	31
Hunters & the Hare	33
King of the Castle	24
Line-Up	11
Minutes & Hours	30
Miser	6
Name It	3
Numbered Rings	3
Option Billiard	10
On Guard	22
Penalty	9
Piggy Back	17
Pin-Crokinole	15
Pin & Ring Call	25
Pocket Count	5
Pocket Pin	28
Pocket Rebound	8
Pursuit	8
Rebound	7
Red Rings Wild	13
Rendezvous	31
Reverse Checkers	32
Ring Carom	1
Ring & Dice	31
Ring Off	16
Ring Out	17
Ring Pegs	19
Ring Spin	28
Ring Stacks	12
Rotation	2
Shooter is Wild	5
Shuffle Ring	14
Single K. O.	28
Single Rings	6
Single Rings Variation	7
Six at War	11
Six Pin	23
Spin Count	27
Spin Series	26
Spin Time	26
Spin to Center	26

Spinner Bumps	28
Spot Shots	6
Straight Shooting	12
Ten Pin Circle	28
Three Pins	21
Three Rings	12
Tight Spin Circle	29
Time Crokinole	16
Time Top	26
Top Spin	26
Triangle Checkers	32
Twenty-One	29
Wild Billiard	10
Wild Ring Pool	4

PRICE LIST

PLAY EQUIPMENT

FOR THE

"100 PLAY" GAME BOARD

Replacement or Extra Equipment can be purchased from Toy Dealers or direct from our factory at the following prices:

ALL PRICES LISTED ARE POST PAID

Plastic Rings (29) per set	$1.50
Cues (2) per pair	1.00
Ten Pins (10) per set	.50
Spin Tops (3) per set	.25
Dice (2) per pair	.15
Rule Book (100 games)	.25
Numbered Disks (19)	.15
FOR COMPLETE SET OF EQUIPMENT (less cues)	2.50
Wood Posts with screws (8) per set	.35
Corner Pocket Nets (4) per set	.50

NO C. O. D. SHIPMENT

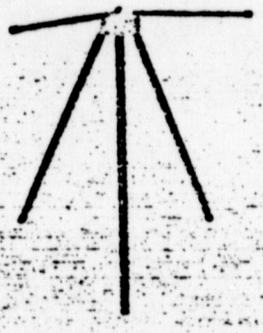
ENCLOSE REMITTANCE WITH ORDERS

"100 PLAY" GAME BOARD AND OTHER MERDEL GAMES AVAILABLE THROUGH LEADING TOY AND GAME DEALERS AND DEPARTMENT STORES.

MERDEL GAME MFG. CO.
MANUFACTURERS OF THE "100 PLAY GAME BOARD" AND OTHER QUALITY WOOD GAMES
ADDINGTON, MICHIGAN, U. S. A.

GAME BOARD
REVOLVING STAND
NO. 77

SUPPORTS the GAME
TURNS EASILY and SMOOTHLY
MAKES IT SO CONVENIENT TO PLAY ANY
GAME BECAUSE IT MOVES AROUND
NOT THE - PLAYERS



Enameled hardwood legs and arms.
Molded high impact styrene spinner.

DURABLE

STABLE

EASY TO SET UP

EASY TO PUT AWAY

PRICE — $3.75 POSTPAID

PACKED SINGLY
WGT. - 2 lbs.

MERDEL GAME MFG. CO.
MANUFACTURERS OF THE "TIP PLAY GAME BOARD" AND OTHER QUALITY WOOD GAMES
LUDINGTON, MICHIGAN, U.S.A.

Exh. 120-A: Lundstrom Deposition

pp. 39-42

either Mr. Del Zoppo or Mr. Erickson, or with Mr. Pope or Mr. Christman.

Q When the settlement was agreed to, do you recall what specific prior usages by Nerdel were intended to be relied on to comply with the stipulation?

A Yes.

Q Which ones?

A All prior usages.

Q This would include the - a usage such as reflected on Plaintiff's Exhibit 359 where it just says 'carom board'?

A No, that would be the one exception. But I - at that point, it had never been really agreed as to whether - that exhibit had been offered in evidence, but it had never been shown whether that use of the term as it was there, 'carom board', was attributable to our advertising or was a preparation by Creative Playthings. And the - as far as we were, Nerdel, was concerned, we would not use that terminology, carom board, for a period of three years. But there was no specific discussion with Mr. Pope or with Mr. Christman about what the usages had been or were at that time. My memory on that point is fairly

clear, there was just no discussion at that time about what uses we were making of it.

Q Did you have any reason to believe that Affiliated Hospital Products knew of all the prior usages you intended to rely on?

A Well, I had a reason to believe - they had brought the lawsuit, they had brought the lawsuit for trademark infringement of their term Carrom. . The lawsuit had been in preparation for many years, with voluminous exhibits, and had been tried in Federal Court for two days. At no point did they ever serve me with a request or ask me all of our uses of the term carom. They had used voluminous discovery in that case, depositions all over the country, and all sorts of interrogatories, and I presumed that they were satisfied that they were - knew what our use was. In any event, they didn't ask me for any description of what our use was at the time of this stipulation.

Q Well, did you have any reason to believe that they knew about the usages on the invoices, the Merdel invoices?

A The only reason that I would have to believe that they

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would know anything about our use would be reflected in my previous answer, that the matter had been in litigation for a number of years, and there had been voluminous discovery proceedings, and I can't - I can't know exactly what uses they knew of. I just presumed that they were satisfied that they knew what the uses were.

Q Was any discovery taken after the - in regard - as to depositions, after the trademark count was added to the Complaint?

A I can't tell you that, I don't - I don't really know. I'd have to refresh my recollection as to what the date of the - this amendment to the Complaint was, and then have to check to see when depositions were taken. I don't have any present recollection on that.

Q At the time that the stipulation was agreed to, did you intend to continue usage of the word 'carom' immediately prior to the words 'game board'?

Q I can't honestly say that I had any intent. The words in the stipulation were - the basic - we're talking about here, this part, was basically drafted by Mr. Pope,

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who was counsel for your client at that time. The only understanding that I had and my clients had was that their present use of the term, whatever that use might be, was not to be restricted - was not to be restricted, and that after three years there would be no restriction on the use of the term as long as they used just one 'r'.

Q I believe you said that the phrase 'carom board' would not be included -

A Well, there's a question as to whether that was their use or a use by Creative Playthings, to the extent that that was our use, that use would not be made. This is the one restriction we had. We did not discuss, neither Mr. Pope, Mr. Morse, Mr. Christman nor myself, any specific term such as the use of the term that you've specified in your question. I have no recollection of making - of discussing any specific use of that nature.

Q Getting back to the March 2nd, 1967, letter which you have claimed privilege on, I don't know where it is now, but does that letter have any general discussion in regard to the meaning, interpretation or effect of the

IN THE UNITED STATES DISTRICT COURT

FOR THE SOUTHERN DISTRICT OF NEW YORK

AFFILIATED HOSPITAL PRODUCTS, INC., a corporation, Plaintiff, v. MERDEL GAME MANUFACTURING COMPANY, a corporation, WM. RICHMAN ASSOCIATES, LTD., a corporation, BERNARD CAHN, an individual, Defendants	Civil Action No. 69-C-1016

A F F I D A V I T

State of Missouri,)
) ss.
City of St. Louis)

John D. Pope III, being duly sworn, deposes and says:

1. I am an attorney-at-law; I was admitted to the Bar of the State of Missouri in 1937; I have practiced law in St. Louis, Missouri, since 1937 and continue to so practice to date; and I am admitted to practice before the United States District Court for the Eastern District of Missouri, the United States Court of Appeals for the Eighth Circuit, and the United States Supreme Court.

2. Beginning in August, 1965, and continuing until conclusion of the suit, I acted as the principal attorney for Affiliated Hospital Products, Inc., in Civil Action No. 4237 in the Western District of Michigan,

Affiliated Hospital Products, Inc., v. Merdel Game Manufacturing Company, William J. Mueckler, Albert Del Zoppo, and Robert Erickson.

3. On December 13, 1965, I filed an amended complaint in said suit which added a count based on trademark infringement. Said amended complaint is attached hereto as Exhibit A.

4. Said amended complaint was entered in said suit on January 14, 1966.

5. An answer to said amended complaint was filed February 3, 1966, said answer being attached as Exhibit B.

6. Trial in said suit began February 28, 1967, at Kalamazoo in the Western District of Michigan, and continued for that full day.

7. On the evening of February 28, 1967, Edward E. Fries, then Executive Vice President of Affiliated Hospital Products, Inc., and the person in control of business decisions concerning the suit, left Kalamazoo, Michigan to return to St. Louis, Missouri, the location of the principal office of Affiliated Hospital Products, Inc.

8. After the Court adjourned on the second full day of trial on March 1, 1967, Charles C. Lundstrom, who was counsel for Merdel and the other defendants, and I began settlement negotiations which led to the Stipulation dated March 2, 1967, a copy of the Stipulation being attached as Exhibit C.

9. My associate, Edward A. Boeschenstein, and my local counsel, Eugene Christman, an attorney from Ludington, Michigan, were present during the negotiations on March 1, 1967.

10. Also present during the negotiations on March 1, 1967, in addition to Charles C. Lundstrom, were Albert Del Zoppo and Robert Erickson, two of the defendants in that suit and both officers of Merdel Game Manufacturing Company.

11. At the time of the negotiations on March 1, 1967, and March 2, 1967, I was aware of only the following items which had been used by Merdel in connection with sale, offering for sale, distribution or advertising of the Merdel gameboard:

Plaintiff's Exhibits

C-1 "100 Play" Game Board (also Defendants' Exhibit 31)

S-4 Merdel press release

S-5 Merdel press release

S-10 Communication Wm. J. Mueckler to Sears, Roebuck & Co. dated April 19, 1961

S-12 Communication Wm. J. Mueckler to Sears, Roebuck & Co. dated July 19, 1961

T-1 Merdel Game Mfg. Co. price list

T-2 Merdel "100 play" catalog

T-3 Merdel correspondence dated April 25, 1961

Defendants' Exhibit

86 - Merdel games

(attached as Exhibit D)

X-9 Merdel gameboard shipping carton (Plaintiff's Ex.)

12. At no time prior to or during execution of the Stipulation did I know or suspect that Merdel Game

Manufacturing Company had used or was using the term "carom" or "caroms" to describe a gameboard.

13. The settlement negotiations the evening of March 1, 1967, began with a discussion at the bar of a motel in Kalamazoo, Michigan, during which discussion Charles C. Lundstrom rougned out provisions which he thought would be acceptable to his clients, the defendants, but withheld a final offer until he could discuss the matter with his clients during dinner. Many of these provisions were identical to the provisions of an offer of settlement made to me during the noon Court recess that day and which I had rejected.

14. The persons present at the negotiations had dinner at separate tables in the motel dining room and afterwards another settlement discussion was held in the motel lobby.

15. Attached as Exhibit E are the notes I took in my handwriting during the discussions held the evening of March 1, 1967, which notes reflect provisions proposed orally by Charles C. Lundstrom.

16. These provisions in Exhibit E were then used later on March 1, 1967, to obtain approval of the settlement by Edward E. Fries by way of a phone call to him in St. Louis.

17. On the morning of March 2, 1967, another settlement meeting was held with Charles C. Lundstrom, myself and Edward A. Boeschenstein present, during which the final form of the agreement was prepared, as illustrated in Exhibit F.

18. The Judge's assistant on March 2, 1967, prepared the Order of Dismissal dated March 2, 1967, a copy of which is attached as Exhibit G, and we presented it to Judge Kent of the Western District of Michigan for his approval on March 2, 1967.

19. The terms of the settlement were not disclosed to Judge Kent, and the Stipulation document (Exhibit C) was never filed with the Court.

20. The settlement negotiations and the Stipulation(Exhibit C) were prompted by Judge Kent advising in chambers and in open Court that the parties should settle since at that stage of the proceedings the plaintiff's case on protection of the trademark CARROM appeared weak.

21. Judge Kent had advised at this stage of the proceedings that he had long used a gameboard sold under the phonetic equivalent of CARROM or CAROM and that he personally used the phonetic equivalent of CARROM or CAROM to indicate the name of a gameboard rather than products manufactured by a single source.

22. Judge Kent suggested to the parties that both parties could gain some benefit by excluding usage by Merdel of the term "carom" to describe a gameboard for a set period of time. An offer to do this for three years was a part of each settlement offer made to me by Charles C. Lundstrom on March 1, 1967.

23. Based on these statements of Judge Kent, I, as the attorney for Affiliated Hospital Products, Inc., decided that Affiliated should settle the suit if appropriate provisions were included.

24. Two provisions were critical to any settlement at that stage of trial, and these two provisions are recited in paragraphs 1 and 2 of the Stipulation (Exhibit C).

25. I, as representative of Affiliated Hospital Products, Inc., would not have settled the suit without inclusion of each of the two provisions recited in paragraphs 1 and 2 of the Stipulation.

26. Paragraph 2 of the Stipulation was critical to the settlement in my opinion because it gave Affiliated three years of freedom from use of "carom" or "caroms" by Merdel as a descriptive term for the gameboard. This would permit Affiliated to promote its CARROM trademark as a mark for a gameboard and in addition to other things would prevent other manufacturers from noting Merdel's use of "carom" to describe the board and perhaps be thereby enticed into doing the same. This three years time was also important since banning use of "carom" to describe the gameboard could induce Merdel to adopt a trademark totally unrelated to CARROM.

27. Any settlement of the suit without the time period set forth in paragraph 2 of the Stipulation in which confusingly similar advertising by Merdel was precluded was totally unacceptable for any such settlement would invite Merdel to destroy Affiliated's trademark CARROM.

28. I, as representative of Affiliated Hospital Products, Inc., never intended that the Order of Dismissal should preclude any actions between the parties based on activities occurring after March 2, 1967.

29. I, as representative of Affiliated Hospital Products, Inc., never intended that the Stipulation would preclude or affect any actions between the parties based on activities occurring after March 2, 1967, except to the extent expressly provided in the Stipulation.

30. I, as representative of Affiliated Hospital Products, Inc., never intended that the Stipulation would preclude litigation between Affiliated and Merdel of issues of trademark infringement and unfair competition based on activities occurring after March 2, 1967, except to the extent that the Stipulation is binding on the parties.

31. I have been shown copies of the following deposition exhibits and other papers produced by Merdel in the present action:

Plaintiff's Exhibits

D-4	255
D-15	262
56	334
178	407
204	
227	

Invoice Nos.

10369	10458
10142	10459
10164	10461
10165	10481
10168	10491
10169	

(attached as Exhibit C).

32. Each of these documents embody usage of the term "carrom" to describe the Merdel gameboard.

John D. Pope III

Subscribed and sworn to before me this 11th day of December, 1970. My commission expires March 4, 1973

Mary L. Langer
Notary Public

This act performed in the City of St. Louis which adjoins St. Louis County for which I was commissioned.

IN THE UNITED STATES DISTRICT COURT

FOR THE WESTERN DISTRICT OF MICHIGAN

SOUTHERN DIVISION

SHAMPAINE INDUSTRIES, INC. Plaintiff,	)	
v.	)	Civil Action No. 4237
MERDEL GAME MANUFACTURING CO. WILLIAM J. MUECKLER, ROBERT L. ERICKSON, and ALBERT DEL ZOPPO Defendants.	)	

SECOND AMENDED COMPLAINT

Shampaine Industries, Inc., of St. Louis, Missouri, now presents this Second Amended Complaint against defendants, Merdel Game Manufacturing Co., William J. Mueckler, Robert L. Erickson, and Albert Del Zoppo, all of the City of Ludington, Michigan, and for its several causes of action respectfully alleges.

I

Jurisdiction

1. Jurisdiction is based upon diversity of citizenship and the fact that the matter in controversy exceeds the sum of Ten Thousand Dollars ($10,000.00) exclusive of interest and cost, pursuant to Section 1332, Title 28 of the United States Code (28 U.S.C.A. 1332), as amended.

NC
w/k

EXHIBIT A

2. Plaintiff is a corporation duly incorporated under the laws of the State of Missouri, having its principal office at 1920 South Jefferson Avenue, St. Louis, Missouri, and is duly licensed to transact business in the State of Michigan. Plaintiff owns and operates a plant and place of business in the City of Ludington as a division known as "Carrom Industries" and engages in the manufacture of game boards.

3. Merdel Game Manufacturing Co. is a corporation of the State of Michigan having its place of business in the City of Ludington, Michigan, and is also engaged in the manufacture of game boards in direct competition with plaintiff.

4. Defendants, Mueckler, Erickson, and Del Zoppo, are officers, directors, employees or stockholders of defendant Merdel Game Manufacturing Co., all being citizens of the State of Michigan and residents of the City of Ludington in said State.

5. Jurisdiction herein is also based on 60 Stat. 440 (15 U.S.C. 1121).

II

First Cause of Action

1. Prior to January 1, 1893, a corporation was formed under the laws of the State of Michigan, under the name of "Carrom-Archarena Co." and entered into business of manufacturing game boards and related children's toys, in the City of Ludington, Michigan. In December, 1892, said corporation, Carrom-Archarena Co., adopted and began using the trademark CARROMS to identify ~~game~~ boards manufactured and sold by it. Said corporation, Carrom-Archarena

Co., continued in business and in due course transferred its entire business, as a going business, to a successor corporation, namely, "The Carrom Co.", a corporation also formed under the laws of the State of Michigan, and such successor corporation, by change of name, became "Carrom Industries, Inc." In 1948 all of the outstanding capital stock of said Carrom Industries, Inc. was acquired by plaintiff, a corporation of Missouri, but the business of said Carrom Industries, Inc. was continued without interruption or change, notwithstanding such acquisition by plaintiff. At the time of such acquisition, plaintiff bore the corporate name "The Shampaine Company" and in 1958, by amendment to its corporate charter, changed such corporate name to "Shampaine Industries, Inc.", under which latter corporate name plaintiff conducts business.

2. In 1960, plaintiff acquired all of the assets and good will of its wholly-owned subsidiary, Carrom Industries, Inc., as a going business and continued without interruption to carry on the business which had formerly been conducted by Carrom Industries, Inc., as a corporate division under the name "Carrom Industries". Incident to, and as a part of said merger, all of the assets, good will, patents, trademarks, copyrights, contracts, commitments and undertakings, both express and implied, belonging to Carrom Industries, Inc. were transferred to and became the continuing property of plaintiff.

3. Defendants, Mueckler, Erickson and Del Zoppo, have, for many years, been executive employees of Carrom Industries, Inc., and were fully familiar with the

aforementioned acquisition of Carrom Industries, Inc. by plaintiff. Moreover, following the aforesaid merger, said defendants, Mueckler, Erickson, and Del Zoppo, continued as employees of plaintiff and carried on the business of said Carrom Industries Division as executives thereof.

4. During the many years of their employment, as aforesaid, defendants, Mueckler, Erickson, and Del Zoppo, became acquainted with all of the internal and confidential business affairs of said Carrom Industries, Inc., including confidential customers' lists, confidential sales information, cost accounting data, price lists, and various manufacturing procedures and techniques specially adapted and suited for the manufacture of game boards and other related products involved in and related to the business activities of said Carrom Industries, Inc. and Carrom Industries Division.

5. The aforesaid confidential information, including customers' lists, sales information, cost accounting data, price lists, and manufacturing procedures, were maintained confidential by plaintiff and plaintiff's predecessors and were not divulged to anyone except trusted employees and only to the extent essential to the operation of its business.

6. The said defendants, Mueckler, Erickson, and Del Zoppo, were employed by plaintiff, as aforesaid, in various executive capacities and, accordingly, occupied positions of trust and confidence. In such positions, the

said defendants, Mueckler, Erickson, and Del Zoppo had access to, and were familiar with, the aforesaid confidential information including customers' lists, sales information, cost accounting data, price lists, and manufacturing procedures. Moreover, said individual defendants, Mueckler, Erickson, and Del Zoppo, knew that such information was a confidential part of the business operated and conducted by plaintiff and plaintiff's predecessor corporations and said individual defendants Mueckler, Erickson, and Del Zoppo were given such confidential information with full knowledge that such confidential information was not to be disclosed to the public generally, to competitors, or to be used in any way competitive with, or adverse to, plaintiff's best interests.

7. On or about April 5, 1961, the said individual defendants Mueckler, Erickson, and Del Zoppo terminated their employment with plaintiff and organized defendant, Merdel Game Manufacturing Co. Defendants, Mueckler, Erickson and Del Zoppo own substantial portions of the capital stock in, control the business affairs of, and manage said defendant Merdel Game Manufacturing Co. Said defendants are engaged in the manufacture of game boards and related toys in direct competition with plaintiff and in the conduct of such business defendants wrongfully, improperly, and unlawfully have converted to their own use the aforesaid confidential information belonging to plaintiff and through the use of said confidential information acquired while in plaintiff's employ, are wrongfully competing with plaintiff.

III

Second Cause of Action

1. At all times relevant hereto and prior to April 5, 1961, defendant Mueckler was Vice-President in Charge of Sales, defendant Erickson was General Superintendent in Charge of Production, and defendant Del Zoppo was Sales Manager in Charge of General Customer Accounts. At all times relevant hereto said individual defendants, as officers and trusted employees, owed the highest degree of loyalty and fair dealing to the plaintiff and its predecessors in interest to whose rights plaintiff has succeeded. While so employed, said defendants were actively in charge of the management and affairs of Carrom Industries, Inc., and the Carrom Industries Division of plaintiff, and were fully familiar with and had access to and custody of records and written documents, had personal contact with its customers and suppliers and had free access to the secret and confidential processes, procedure methods, machinery, and equipment employed by plaintiff.

2. Prior to April 5, 1961, plaintiff had a competitive advantage in the game board business based upon the ownership of various trade secrets relating to machinery, devices, and processes and procedures, and through the ownership and use of machinery and equipment of a type and efficiency not available to its competitors and was possessed of substantial good will which had been built up over the years at great expense.

3. The individual defendants breached their fiduciary duties as officers and employees, as aforesaid, particularly in that while still in its employ they

(a) took steps to set up a competing business, solicited orders for said business, and in other respects competed with plaintiff,

(b) created and fostered dissatisfaction among plaintiff's employees and customers,

(c) failed to secure for, and turn over to, the plaintiff business to which plaintiff was entitled,

(d) wrongfully appropriated unto themselves business opportunities which rightfully belonged to plaintiff and which defendants withheld from plaintiff until such time as defendants could utilize such opportunities to their own advantage, and

(e) neglected and violated their duties and obligations as officers and employees of plaintiff.

4. The defendants have (a) appropriated to their use secret and confidential processes and procedures and trade secrets owned by the plaintiff, (b) appropriated to their use property of the plaintiff including patterns, plans, specifications and manufacturing processes, (c) induced key employees of plaintiff to leave its employ and take employment with Merdel Game Manufacturing Co., (d) availed themselves of customers' lists and customer information owned by the plaintiff, and (e) circulated to tthe trade statements of a slanderous and defamatory nature concerning the plaintiff. All of the foregoing acts have continued to date unabated and constitute unfair competition with the plaintiff.

IV

Third Cause of Action New-Trademark

1. Plaintiff and its predecessors have for many years been engaged in the business of manufacturing and selling games including a type of game board upon which a multiplicity of games can be played; and have extensively advertised and promoted such game board throughout the United States.

2. Continuously since prior to the acts of the defendants complained of, plaintiff and its predecessors have extensively advertised and promoted such game board throughout the United States under the trademarks CARROMS and CARROM, and by reason thereof the trade and public, prior to said acts of the defendants complained of, came to recognize said trademarks when used in connection with said products as identifying such products manufactured exclusively by plaintiff and its predecessors.

3. Prior to the acts of the defendants complained of, plaintiff's predecessor registered its said trademark CARROMS in the United States Patent Office.

Reg. No.	Dated
49,996	February 27, 1906

This trademark registration has been renewed and is valid, subsisting and is the property of plaintiff. An application is now pending in the United States Patent Office to amend the trademark of such registration from CARROMS to CARROM.

4. On information and belief, defendants are using the term "Carom" in selling, offering for sale, and advertising, a game board in various states including the State of Michigan, despite the fact that this name is confusingly similar to CARROMS and to CARROM.

5. On information and belief, defendants' advertising, sales promotions and sales are directed to the same class of the purchasing public to which the plaintiff directs its advertising, sales promotions and sales under its trademarks above-identified.

6. On information and belief, defendants by using the name "Carom" in connection with their game board have infringed plaintiff's trademark rights in its said trademarks.

7. On information and belief, defendants' use of the term "Carom" as above alleged, in connection with their game board is likely to cause confusion or mistake, or to deceive purchasers as to the source or origin of the defendants' game board and to cause defendants' products to be passed off or purchased as and for plaintiff's product sold under its trademarks CARROMS and CARROM and by such use defendants unfairly compete with plaintiff.

8. On information and belief, by reason of defendants' acts herein alleged, defendants have caused and will cause great and irreparable damage and injury to plaintiff unless restrained by this Court.

WHEREFORE, plaintiff demands judgment against the defendants:

1. Enjoining the use of various trade secrets as alleged in the First Cause of Action and adjudging that it have and recover of the defendants, jointly and severally, an amount adequate to compensate plaintiff for the wrongful use thereof;

— omits prayer to assign inventions (2)

2. Enjoining the defendants from using any machines, processes, or procedures embodying trade secrets belonging to the plaintiff;

— omits Return of Property (4)

3. Enjoining the defendants against the commission of various acts of unfair competition as alleged in the Second Cause of Action;

4. Decreeing that the individual defendants assign and transfer to the plaintiff their shares of stock in defendant, Merdel Game Manufacturing Co., upon such terms as are equitable;

5. Directing an accounting of all profits derived by them from their illegal activities;

6. Adjudging that the plaintiff have and recover of the defendants, jointly and severally, the sum of Two Hundred Thousand Dollars ($200,000.00);

— omits request to assign patent (9)

7. Enjoining the defendants from using the word "Carom" or any name or word or words or representation confusingly similar thereto in connection with the advertising, sale or offering for sale of game boards or any other similar or related product which is not manufactured and sold by plaintiff;

8. Enjoining the defendants from selling or passing off or inducing or enabling others to sell or pass off any game board or other related products which are not produced by plaintiff as being plaintiff's products;

9. Enjoining the defendants from committing any other act or acts which are calculated to cause the belief that any game board or other related products not manufactured by plaintiff are plaintiff's products and from otherwise competing unfairly with plaintiff in any manner;

10. That defendants be directed to account to plaintiff for damages and profits from their infringement of plaintiff's trademarks.

11. That all labels, signs, prints, packages, pamphlets, instruction booklets, wrappers, advertising materials or containers in the possession of the defendant bearing the word "Carom" or any reproduction, counterfeit, copy or colorable imitation of plaintiff's trademarks shall be delivered up to plaintiff for destruction.

12. Adjudging that the plaintiff have and recover of the defendants, jointly and severally, reasonable attorneys' fees incurred by plaintiff in this action; and

13. Adjudging that plaintiff have judgment against defendants, jointly and severally, for costs and disbursements herein.

SHAMPAINE INDUSTRIES, INC.

By _____
Executive Vice-President

_____
Eugene Christman
Wangen Building
Ludington, Michigan

Attorney for Plaintiff

_____
John D. Pope III
818 Olive Street
St. Louis, Missouri

Of Counsel for Plaintiff

STATE OF MISSOURI,)
) ss.
CITY OF ST. LOUIS.)

Edward E. Fries, being duly sworn, upon his oath states that he is Executive Vice-President of Shampaine Industries, Inc., a corporation, and that the matters contained herein are true to his best knowledge and belief.

Edward E. Fries

Subscribed and sworn to before me, a Notary Public in and for the City of St. Louis, State of Missouri, this 7th day of December, 1965.

My commission expires: August 17, 1966.

Raymond D. Jaloki
Notary Public.

(NOTARIAL SEAL)

UNITED STATES DISTRICT COURT

FOR THE WESTERN DISTRICT OF MICHIGAN

SOUTHERN DIVISION

SHAMPAINE INDUSTRIES, INC., Plaintiff, vs. MERDEL GAME MANUFACTURING CO., WILLIAM J. MUECKLER, ROBERT L. ERICKSON, and ALBERT DEL ZOPPO, Defendants.	Civil Action No. 4237 ANSWER AND COUNTERCLAIM

ANSWER TO SECOND AMENDED COMPLAINT

The defendants, by Warner, Norcross & Judd, their attorneys, in answer to the Second Amended Complaint filed herein, state:

I.

Jurisdiction

1. Defendants are without knowledge or information sufficient to form a belief as to the truth of the allegations of paragraph 1 and leave plaintiff to its proofs.

2. Defendants admit the plaintiff operates a plant in the City of Ludington as a division known as Carrom Industries which is engaged in the manufacture of games and furniture. Defendants are without knowledge or information sufficient to form a belief as to the truth of the remaining allegations of paragraph 2 and leave plaintiff to its proofs.

3. The allegations of paragraph 3 are admitted.

4. The allegations of paragraph 4 are admitted.

5. Defendants are without knowledge or information sufficient to form a belief as to the truth of the allegations of paragraph 5 and leave plaintiff to its proofs.

II.

First Cause of Action

1. Defendants are without knowledge or information sufficient to form a belief as to the truth of the allegations of paragraph 1 and leave plaintiff to its proofs.

2. Defendants are without knowledge or information sufficient to form a belief as to the truth of the allegations of paragraph 2 and leave plaintiff to its proofs.

3. The allegations of paragraph 3 are denied except that defendants admit that defendants Mueckler, Erickson and Del Zoppo were employees of Carrom Industries, Inc. both prior to and subsequent to its acquisition by plaintiff.

4. The allegations of paragraph 4 are denied except that defendants admit that defendants Mueckler, Erickson and Del Zoppo were acquainted with the general business affairs of Carrom Industries, Inc. and Carrom Industries Division through the course of their employment.

5. The allegations of paragraph 5 are denied.

6. The allegations of paragraph 6 are denied.

7. The allegations of paragraph 7 are denied except that defendants admit that defendants Mueckler, Erickson and Del Z

on or about April 15, 1961, terminated their employment with plaintiff and subsequently organized defendant Merdel Game Manufacturing Co., that they own substantial portions of the capital stock in, control the business affairs of, and manage said defendant Merdel Game Manufacturing Co., and that Merdel Game Manufacturing Co. manufactures a game board which is in competition with plaintiff.

III.

Second Cause of Action

1. The allegations of paragraph 1 are denied except that defendants admit that defendants Mueckler, Erickson and Del Zoppo were, prior to April 5, 1961, employed in various positions by the plaintiff and that during such employment, they were generally familiar with, and had access to, in the course of their employment, various records and written documents and had personal contact with the plaintiff's customers.

2. The allegations of paragraph 2 are denied.

3. The allegations of paragraph 3, including subparagraphs (a) through (e), are denied.

4. The allegations of paragraph 4 are denied.

IV.

Third Cause of Action

1. The allegations of paragraph 1 are admitted.

2. The allegations of paragraph 2 are denied.

3. The allegation of paragraph 3 that plaintiff's predec

registered the trademark CARROMS in the United States Patent Office is admitted. The allegation of paragraph 3 that this trademark registration is valid is denied. Defendants are without knowledge or information sufficient to form a belief as to the truth of the remaining allegations of paragraph 3 and leave plaintiff to its proofs.

4. The allegations of paragraph 4 are denied except that defendants admit that they used the term "Carom" in selling and advertising game boards in various states, including the State of Michigan.

5. The allegations of paragraph 5 are admitted.

6. The allegations of paragraph 6 are denied.

7. The allegations of paragraph 7 are denied. In further answer to the allegations of paragraph 7, the defendants allege that the words "Carom" and "Carrom", either singular or plural, are well known descriptive terms and have been used continuously in the trade to describe games having physical characteristics such as those marketed by the plaintiff and defendant Merdel Game Manufacturing Co. Defendants further allege that the words "Carom" and "Carrom" are common descriptive words used in standard reference works and that the plaintiff has never been the exclusive user of the term "Carrom" or "Carroms".

8. The allegations of paragraph 8 are denied.

WHEREFORE, defendants pray for a judgment of no cause of action against each of them and that each of them be awarded [illegible] incurred in this action.

Defendants, by Warner, Norcross & Judd, their attorneys, as a counterclaim against the plaintiff herein, state:

1. The plaintiff is a corporation incorporated under the laws of the State of Missouri and owns and operates a plant and place of business in Ludington, Michigan, known as "Carrom Industries", and is engaged in the manufacture and sale of various toys and games.

2. Merdel Game Manufacturing Co. was incorporated under the laws of the State of Michigan on May 1, 1961, and immediately thereafter, commenced the business of the manufacture and sale of various games, toys and related products.

3. Some of the products manufactured and sold by Merdel Game Manufacturing Co. are in direct competition with some of the products manufactured and sold by the plaintiff.

4. Commencing shortly after Merdel Game Manufacturing Co. commenced business and continuing through the present date, the plaintiff has engaged in unfair trade practices and acts of unfair competition against defendant Merdel Game Manufacturing Co. pursuant to a general scheme and with the intent to damage the business of defendant Merdel Game Manufacturing Co.

5. Merdel Game Manufacturing Co. has been damaged as a result of the unfair trade practices and acts of unfair competition engaged in by the plaintiff in that it has lost sales and profits it would otherwise have made and has incurred additional expenses it would otherwise not have incurred.

WHEREFORE, defendant Merdel Game Manufacturing Co. prays:

1. For a judgment for damages in the amount of $100,000.

2. For an order enjoining the plaintiff from engaging in unfair trade practices and acts of unfair competition against this defendant.

3. For its attorneys fees and costs incurred in this action.

4. For such other relief as may be just and equitable.

Dated: February 3, 1966.

WARNER, NORCROSS & JUDD

By _____
Charles C. Lundstrom
Attorneys for Defendants

Business Address:
300 Michigan Trust Building
Grand Rapids, Michigan

Of Counsel:

Glenn Morse
Business Address:
207 Waters Building
Grand Rapids, Michigan

IN THE UNITED STATES DISTRICT COURT

FOR THE WESTERN DISTRICT OF MICHIGAN

SOUTHERN DIVISION

[illegible] INDUSTRIES DIVISION OF [illegible] HOSPITAL PRODUCTS, INC., Plaintiff, vs. [illegible] GAME MANUFACTURING CO., [illegible] J. MUECKLER, [illegible] L. ERICKSON, and [illegible] DEL ZOPPO, Defendants.	Civil Action No. 4237 S T I P U L A T I O N

The parties hereto, by their respective attorneys, hereby stipulate and agree as follows:

1. The defendants stipulate that plaintiff's trademark registration No. 49,996 is valid and agree not to use the words CARROM or CARROMS as a trademark. If the word CARROM or CARROMS ceases to be a trademark, there shall be no restriction on the defendants' use thereof.

2. The plaintiff stipulates that it will not object to the use of the word CAROM or CAROMS by defendants where such use is no more prominent than the use on the date of this stipulation. The defendants agree that they will not expand such use for a period of three years from this date. The defendants agree as part of the foregoing that they will not use the word CARON or CARONS during

such three-year period to describe their gameboard. At the ... tion of such three-year period, there shall be no restriction ... the use of the words CAROM or CAROMS by the defendants.

3. Plaintiff stipulates that United States Patent No. 3,088,740 granted to ROBERT L. ERICKSON on May 7, 1963, is valid and that said ROBERT L. ERICKSON was the first inventor thereof.

4. The parties stipulate that none of the parties shall be entitled to recover any damages for any acts relating to any matters in controversy at any time in this proceeding.

5. The parties stipulate that an order may be entered by the Court reading as follows:

> "IT IS HEREBY ORDERED, That the complaint and counterclaim be, and they are hereby, dismissed with prejudice and without costs to either party."

Dated: March 2, 1967.

WARNER, NORCROSS & JUDD

By _____
Charles C. Lundstrom,
Attorneys for Defendants

_____
John D. Pope III

_____
Eugene Christman,
Attorneys for Plaintiff

Exhibit C

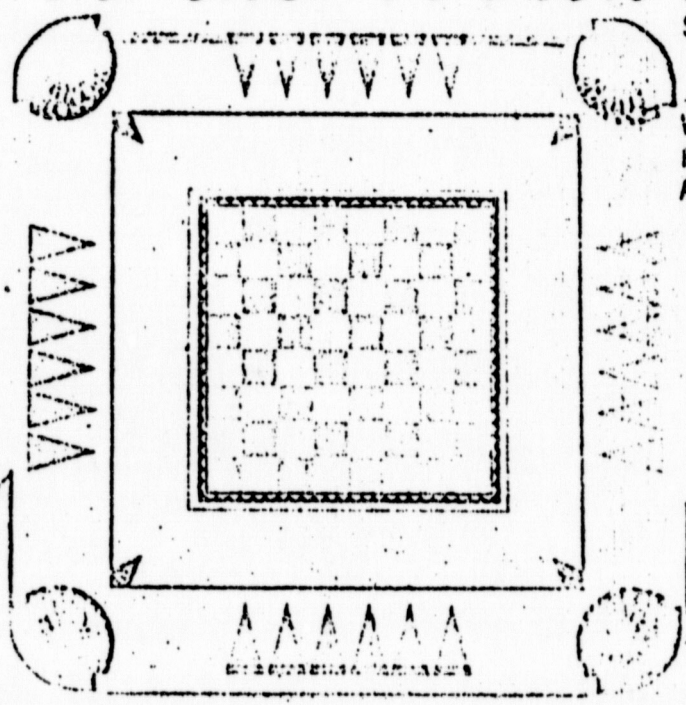
FEA
Colorful Non-bro
of Transl
Rounded Corne
Impact St
Select Pl
Beautif
Attractive T
(Pat.

The Most Beautiful Game Board in the World!

In The United States District Court
For The Western District of Michigan
Southern Division

SHAMPAINE INDUSTRIES, INC.)
V.)
MERCEL GAME MANUFACTURING CO.) Civil Ac
WILLIAM J. MUECKLER)
ROBERT L. ERICKSON and) No. 42
ALBERT DEL ZAFFO)

C-1



FEATURING:

ful Non-breakable Playing Rings of Translucent Plastic.

led Corners of Durable, High Impact Styrene Plastic.

Select Plywood Panels Beautifully Finished

tractive Two Color Designs

(Pat. Pending)

GAME BOARD OF SUPERIOR QUALITY FOR YEAR - ROUND PLAY AND YEAR - ROUND SALES

"100 PLAY" GAME BOARD

Plays 100 games Carom, Crokinole, Spin Top, Ten Pins, Checkers and others.

DESIGNED, CONSTRUCTED and PRICED → [to increase your sales by giving your customers greater value.]

MERCEL GAME MFG. CO. LUDINGTON, MICHIGAN, U. S. A.

Build Your Game Board Sales With The New "100 PLAY" GAME BOARD

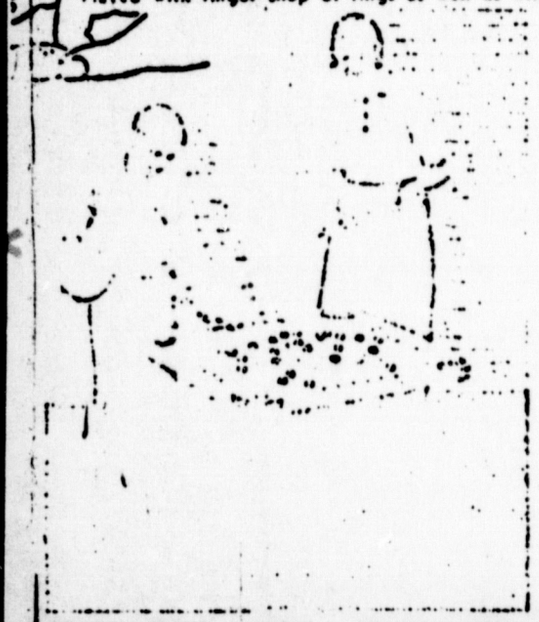
Plays 100 different games

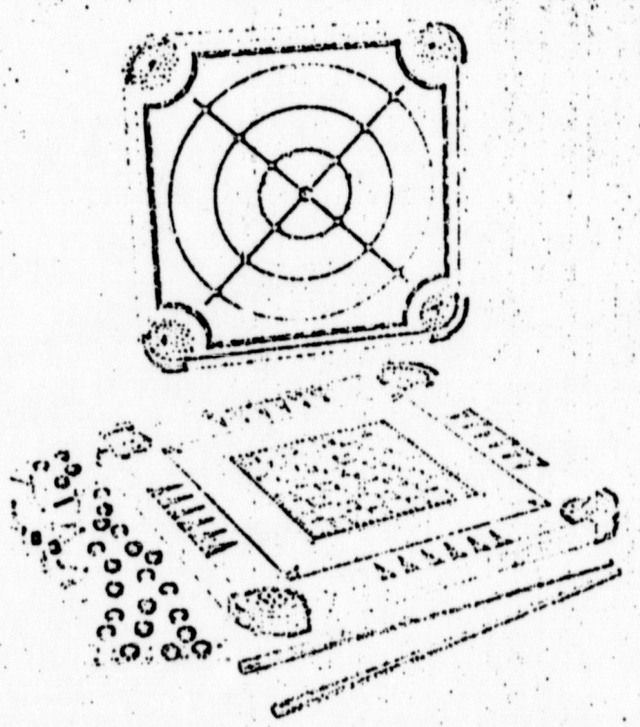
Carom, Crokinole, Spin Top, Ten Pins, Checkers, etc.

WITH THESE EXCLUSIVE FEATURES

1. Beautiful smooth High Impact Styrene Plastic corners - a rich Green color to match the green reversible net pockets. Adds strength as well as beauty!
2. Glamorous, Non - Breakable playing Plastic Rings in translucent colors. Gives smooth, gliding play action. Forever clean - washable!
3. Attractive designs - in bright red and green colors.
4. Rich, glossy finish - gives lasting protection to select plywood panels.
5. Durable construction - all parts assembled and cemented locked under pressure.
6. Rims tenoned and cemented into High Impact Styrene corners. (No dowel or corner breakage)
7. All rim edges rounded smooth.
8. Warp Free.

Played with finger snap of rings as well as with cues.





No. 100 PACKED SINGLY
SIZE 28 1/4" sq.
Shipping Weight 9 lbs.

No. 20P Extra Set (20)
Plastic Playing Rings
PACKED SINGLY Shipping Weight 1/4 lb.

COMPLETE EQUIPMENT INCLUDES:

COLORFUL PLASTIC RINGS, HARDWOOD CUES, NUMBERED DISKS, SPIN TOPS, DICE, SCORE CARD, AND 100 GAME RULE BOOK.

MENDEL GAME MFG. CO.

MANUFACTURERS OF THE "100 PLAY GAME BOARD" AND OTHER QUALITY WOOD GAMES

LUDINGTON, MICHIGAN U. S. A.

WHY EVERY HOME SHOULD HAVE A "100 PLAY" GAME BOARD

Provides a wide variety of interesting, stimulating competitive games to satisfy every member of the family young and old.

It gives players constant pleasure hours on end, day in, day out, year in, year out.

Playable everywhere, in all seasons:

In the home.

Outdoors - on the lawn or patio; on the beach; at camp.

On trips - packs easily, takes little space.

Long Lasting Investment
Never Out of Date.

Should last a generation with proper care

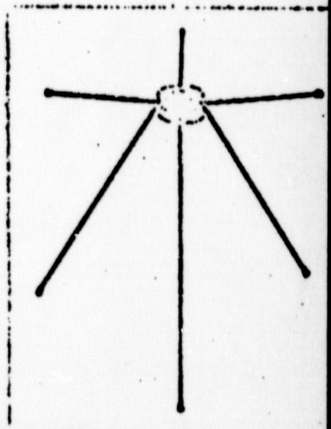
GAME BOARD [illegible]

For "100 PLAY" and SUMPER DINO [illegible] and smoothly! Makes it so convenient to play [illegible] because IT moves around and not the players!

No. 75

DURABLE Made of 5/16" diameter plated steel rods

STABLE
EASY TO SET UP
EASY TO PUT AWAY



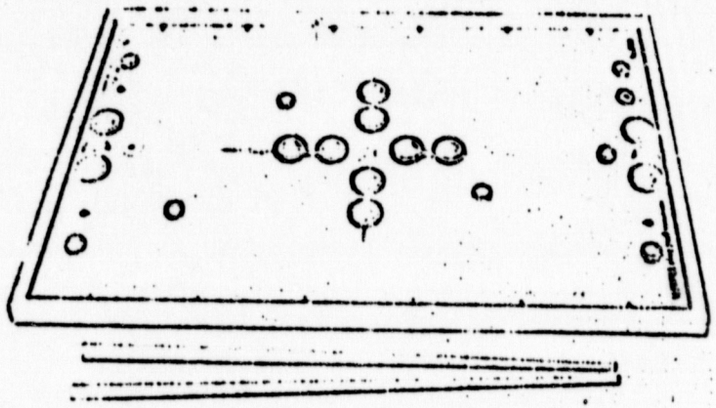
PACKED SINGLY [illegible]

Exhibit D

ANOTHER GAME FOR MEMBERS OF THE ENTIRE FAMILY WILL ENJOY PLAYING ANYTIME ANYWHERE

No. 600

A combination of Bumper Ring Pool and Carom Ring Shooting.



SHOOTING DONE WITH FINGER SNAP SHOTS OR CUES

A Brand New Game By The MERDEL GAME MFG. CO.

All the elements of skillful sport that have made Bumper Pool such a national pastime are incorporated in this Game Board.

A game that produces keen competitive action and allows for skillful defensive as well as offensive shooting.

STRAIGHT SHOTS!
BANK SHOTS!
BLOCK SHOTS!
BUMPER SHOTS!

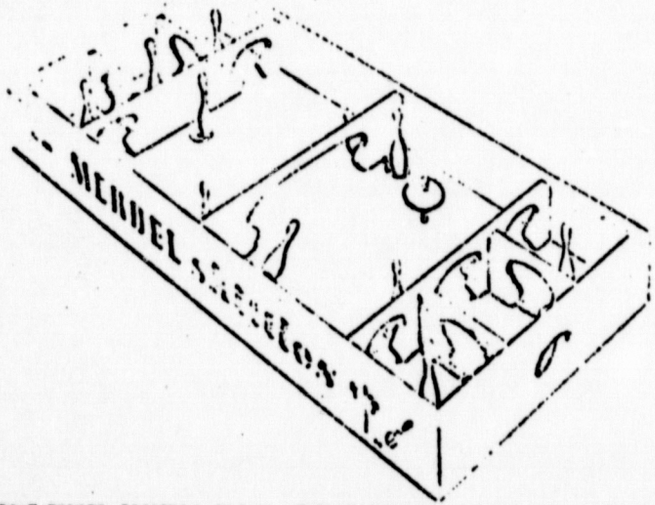
EQUIPMENT: TEN NON-BREAKABLE TRANSLUCENT COLORED PLASTIC RINGS, TWO HARDWOOD CUES.

PACKED SINGLY Size 24" x 35" Shp. Wgt. 10 lbs.

-243-

MERDEL skittles

No. 400



ABSORBING - ENTERTAINING!

The old time favorite - more popular than ever.

The fascinating spin-top bowling game. Wind the string around the top and pull - watch the top spin crazily, ricocheting, off the boards, through the holes, spilling Ten Pins for score.

COMPLETE WITH TOP, TEN PINS AND RULES

QUALITY CONSTRUCTION
HANDSOMELY FINISHED

PACKED SINGLY Size 15" x 32" x 4" Shp. Wgt. 7 lbs.

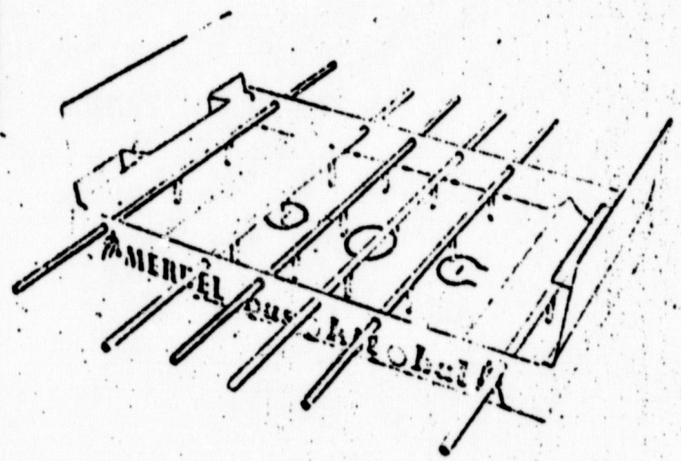
MERDEL GAME MFG. CO.
MANUFACTURERS OF THE "100 PLAY GAME BOARD" AND OTHER QUALITY WOOD GAMES

(Not Played by the
MERDEL GAME MFG. CO.

MERDEL basketball

No. 500

LIVELY ACTION
SPORTS APPEAL
TERRIFIC PLAY APPEAL



A game that gives you the actual "feel" of maneuvering on the basketball floor for a short shot or a long shot, and gives you an honest-to-goodness thrill as you score a basket.

Basket sections fold down for shipping and storage convenience.

PACKED SINGLY

Size 22" x 40" 3 1-2" Shp. Wgt. 14 lbs.

Complete with:
Table Tennis ball and rules.

Durable Construction throughout:
3/4" select sideboards.
Mitered corners locked with steel splines.
Hardwood dowel rods.

STIRS EXCITING COMPETITION
DEVELOPS CLEVER SKILLS

Rules allow for free throws and unguarded long shots as well as ball scrambling skirmishes.

-244-

MERDEL hockey

No. 700

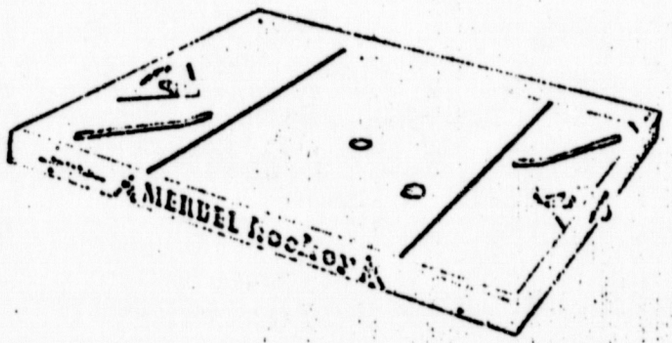
One of the Finest Action Games Ever Developed

A game that should achieve the national popularity of Table Tennis.

ENJOY — The Slam-Bang puck-chasing excitement of Hockey in your own home.

STIMULATING SPORT — High competitive interest for players and spectators.

A Game That Involves — Clever Shooting, Speedy Stick Action and Smart Check Plays.



A Full Size Play Arena 35" x 47". Rugged Construction: 3/4" Sideboards Mitered Corners locked with steel splines. Reinforced Net Pockets.

COMPLETE WITH HOCKEY STICKS, PUCK, AND RULES

PACKED SINGLY

Size 35" x 47" x 3" Shp. Wgt. 18 lbs.

MERDEL GAME MFG. CO.

MANUFACTURERS OF THE "100 PLAY GAME BOARD" AND OTHER QUALITY WOOD GAMES

LEXINGTON, MICHIGAN, U. S. A.

In The United States District Court
For The Western District of Michigan
Southern Division

SHAMPAINE INDUSTRIES, INC.	)	
V.	)	
MERDEL GAME MANUFACTURING CO.	)	Civil Action
WILLIAM J. MUECKLER	)	
ROBERT L. ERICKSON and	)	No. 4237
ALBERT DEL ZOPPO	)	

Plaintiff's Exhibit No. S-1

MERDEL GAME MFG. CO.

MANUFACTURERS OF THE "100 PLAY GAME BOARD" AND OTHER QUALITY WOOD GAMES

LUDINGTON, MICHIGAN, U.S.A.

The Merdel Game Mfg. Co., newest of Ludington industries, was formed recently to manufacture the "100 Play" Game Board and a line of other wood action games.

President of the Merdel Game Mfg. Co is Wm J. Mueckler, previously connected for many years with Carrom Industries as vice-president and sales manager of the Game Division. Other officers of the new company are Robert L. Erickson, vice-president, and Albert Del Zoppo, secretary-treasurer. Mr. Erickson was connected with Carrom for 16 years and served as production manager and plant superintendent. Mr. Del Zoppo, also a former Carrom employee, was connected with the institutional furniture division as Division manager.

The Merdel Game Mfg Co was formed as a Michigan corporation and the majority of stockholders are Ludington people. Fred Harrington and T. L. Atkinson of Ludington are members of the Board of Directors together with the officers.

The Merdel Game Mfg. Co. was formed as the result of dissatisfaction on the part of the principals with major policy changes instituted by the owners of Carrom Industries. The announcement by Shampaine Industries, parent company of Carrom, that Sales, Accounting, and Engineering were to be centralized in St. Louis, and all administrative functions handled from St. Louis precipitated the resignations of Mueckler, Erickson and Del Zoppo.

Because of a strong desire to remain in Ludington, and because of the knowledge and experience acquired in the manufacture of games, the decision to go into the game manufacturing business was not a difficult one to make. Efforts were then directed toward the development of a new type game board -- one that would be colorful and modern, durable in construction and improved in play value. The result of this thinking and effort was the new "100 Play" Game Board, a high quality Game Board featuring games of carom, crokinole, spin top, checkers and many others. New games were devised, games that fit in with game board play, and people will enjoy Blockade, Each His Own, Ca duard and others. As the name indicates, the "100 Play" Game Board plays 100 different games on the two sides of the reversible.

Many features have been incorporated into the "100 Play" Game Board, one outstanding one being corners of smooth, high impact Styrene in solid green color to match the color of the green reversible

Exhibit D

In The United States District Court
For The Western District of Michigan
Southern Division

SHAMPAINE INDUSTRIES, INC.
V.
MERDEL GAME MANUFACTURING CO.
WILLIAM J. MUECKLER
ROBERT L. ERICKSON and
ALBERT DEL ZOPPO

Civil Action
No. 4207

Plaintiff's Exhibit No. S-5

net pockets. A patent on this unique application is pending. New designs for the shuffleboard and crokinole sides have been worked out in bright red and forest green to give the new Game Board distinctiveness and life. Corner construction has improved to eliminate an inherent weakness in the original round corner Game Board construction. The application of several coats of high gloss finish to protect the select plywood surfaces add to the overall high quality of the new "100 Play" Game Board.

In the line of play equipment, the Merdel Game Mfg. Co. has introduced beautiful, colorful translucent plastic playing rings. These not only provide smooth play action but have the advantage of being non-breakable and washable.

In addition to complete play equipment, Merdel offers a new book of rules for play of the 100 games. The formulation of rules for games so that they could be clearly understood was a primary objective of the new company.

The introduction of the "100 Play" Game Board to distributors and dealers has resulted in very favorable comment. Good Christmas sales are predicted for this quality game board which, without question, is the finest on the market.

Although the "100 Play" Game Board will be the chief product of the Merdel Game Mfg. Co, other games will be manufactured, including such favorites as Hockey and Skittles, as well as new games of Bumper Ring Pool and Bas-Kit-Bal. Each of these games features action, competitive play, and rugged construction, appealing to children of all age groups as well as to adults. In addition to their game line, the Merdel Game Mfg. Co. plans to add new related wood products from time to time.

Merdel Hockey is played on a sizeable box arena, approximately three feet by four feet, with small hockey sticks and a wood puck, and offers plenty of slam-bang, puck-chasing excitement.

Skittles, an old time favorite, is becoming more popular than ever. It is a fascinating spin-top bowling game.

Merdel Ring Pool, a new development by Merdel, combines the skillful sport of Bumper Pool with carom ring shooting. Another new game to be manufactured by Merdel is Bas-Kit-Bal, a game that provides basket shooting competition on a lively scale.

The Merdel Game Mfg Co plant occupies approximately 9,500 sq.ft., the entire first floor area of the Force Bldg at 236 E. Dowland, and is equipped with modern woodworking equipment, efficiently laid out for maximum. Installation of equipment is complete and a small work force has been turning out sizeable production. Approximately 15 people will be employed when peak production is achieved in the fall.

BEST COPY AVAILABLE

MERDEL GAME MFG. CO.
Ludington, Michigan

April 10, 1961

Sears Roebuck & Co.
Att: E. T. Anderson
Dept. 649
925 S. Homan
Chicago 7, ILLINOIS

Dear Mr. Anderson:

Thank you for the courtesies extended to Mr. Del Zoppo and myself during our visit to your office on Monday.

We appreciate very much your decision to list our "100 Play" Game Board and extra sets of Plastic Playing Rings in your 1961 Christmas Catalog. We wish to confirm our arrangement of granting you an exclusive on these items for Chicago mail order houses.

Your cost on the above items are as follows:

#100 - "100 Play" Game Board - $4.75 each net.
#200 - Set (29) Colorful Plastic Playing Rings - $.60 net per set

Terms - 2%, ten days - F.O.B. Ludington, Michigan.

Enclosed are additional pieces of equipment to complete the set left with you during our call. These, of course, are representative of what we will furnish when our printed material is ready.

Again, thank you very much, Mr. Anderson, for your kind cooperation. Assuring you of our desire to be of further service, I am,

Sincerely yours,
Merdel Game Mfg. Co.

Wm. J. Mueckler
President

In The United States District Court
For The Western District of Michigan
Southern Division

SHAMPAINE INDUSTRIES, INC.	)	
V.	)	Civil Action
MERDEL GAME MANUFACTURING CO.	)	
WILLIAM J. MUECKLER	)	No. 4237
ROBERT L. ERICKSON and	)	
ALBERT DEL ZOPPO	)	

Plaintiff's Exhibit No. S-10

Exhibit D

July 19, 1951

Sears, Roebuck & Co.
Att: E. W. Anderson
Dept. 649
Chicago 7, Illinois

Dear Mr. Anderson:

Re: 1951 "N" Christmas Book

Replying to your letter of July 18th, we are returning the duplicate catalog copy with corrections.

Please note we have inserted "earn" which we suggest be used since it is the important game on the Game Board. As it is a dictionary word, it should in no way infringe on the other board. Otherwise, the copy is O. K.

Your shipping orders and instructions will be given careful and prompt attention.

Very truly yours,
Merdel Game Mfg. Co.

Wm J. Mueckler
President

In The United States District Court
For The Western District of Michigan
Southern Division

SHAMPAINE INDUSTRIES, INC.)
V.)
MERDEL GAME MANUFACTURING CO.) Civil Action
WILLIAM J. MUECKLER)
RODERICK [illegible]SON and) No. 4237
ALBERT DEL [illegible]O)

Pl's Exhibit No. J-12

Exhibit D

In The United States District Court
For The Western District of Michigan
Southern Division

CHAMPAIGN INDUSTRIES, INC.	)	
V.	)	Civil Action
MERCEL GAMES MANUFACTURING CO.	)	
WILLIAM J. MUELLER	)	No. 4227
ROBERT L. [illegible] and	)	
ALBERT DEL ZOPPO	)	

Plaintiff's Exhibit No. T - 1

Exhibit D

MUNDEL GAME MFG. CO.
235 E. DOWLAND ST.
LUDINGTON, MICHIGAN

LIST PRICE LIST

No.	Item	Shipping Wt. Each	Price Each
100	"100 PLAY" Game Board	9 lbs..	$ 10.00
29P	Extra sets Plastic Rings (29 in set)	½ lb.	1.25
30P	Equipment for # 100 Game Board	½ lb.	2.25
31	Extra Cues (Not less than 6 pair)	2 lbs.(Pair)	.75
40	Floor Revolving Stand for Game Board	3½ lbs.	3.00

JOBBER DISCOUNT 50—10%

TERMS: 2% 10 days—Net 30 days

F.O.B. Ludington, Michigan

42861

Exhibit D

In The United States District Court
For The Western District of Michigan
Southern Division

SHAMPAINE INDUSTRIES, INC.	)	
V.	)	Civil Action
MERDEL GAME MANUFACTURING CO.	)	
WILLIAM J. MUECKLER	)	No. 4287
ROBERT L. ERICKSON and	)	
ALBERT DEL ZOPPO	)	

Plaintiff's Exhibit No. T - 2

Exhibit D

[illegible] Has Everything With [illegible] "100 PLAY" GAME BOARD

Plays 100 different games

Chess, Checkers, Spin Top, Ten Pins, Checkers, etc.

No. 100

PACKED SINGLY
SIZE 28 1/4" sq.
Shipping Weight 9 lbs.

WHY EVERY HOME SHOULD HAVE A "100 PLAY" GAME BOARD

Provides a wide variety of interesting, stimulating competitive games to satisfy every member of the family young and old.

It gives players constant pleasure hours on end, day in, day out, year in, year out.

Playable everywhere, in all seasons:
In the home.
Outdoors - on the lawn or patio; on the beach, at camp.
On trips - packs easily, takes little space.

Convenient to use: easy to put into use: easy to put away.

Long lasting investment - never out of date. Should last a generation with proper care.

[illegible] EXCLUSIVE FEATURES

[illegible]ooth High Impact Styrene Plastic corners-[illegible]n color to match the green reversible net [illegible]ds strength as well as beauty!

[illegible]tion - Breakable playing Plastic Rings in [illegible]colors. Gives smooth, gliding play action. [illegible]n - washable!

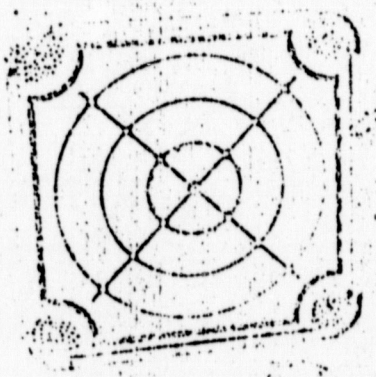
[illegible]designs - in bright red and green colors.

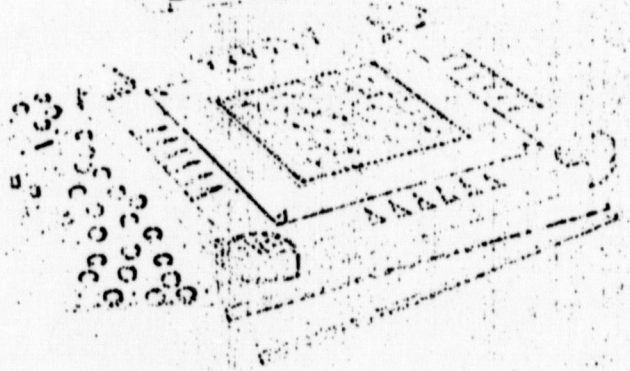
[illegible] finish - gives lasting protection to select [illegible]nols.

[illegible]truction - all parts assembled and cemented [illegible]r pressure.

[illegible]ed and cemented into High Impact [illegible]ners. (No dowel or corner breakage)

[illegible]s rounded smooth.





No. [illegible]

Extra Set (29) Plastic Playing Rings
PACKED SINGLY Shipping Weight 1/4 lb.

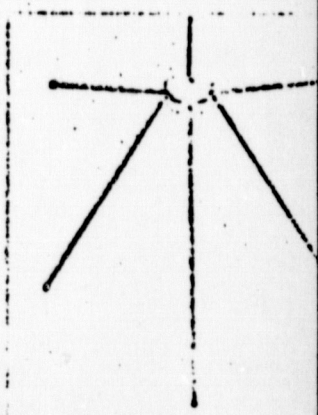
[illegible]

For "100 PLAY" [illegible]
[illegible]
because it moves around and [illegible]

No. [illegible]

[illegible]DURABLE Made [illegible]
5/16" diameter
[illegible] steel rods

STABLE
[illegible]
[illegible]
AWAY



COMPLETE EQUIPMENT INCLUDES:

COLORFUL PLASTIC RINGS, HARDWOOD CUES, NUMBERED DISKS, SPIN TOPS, DICE, SCORE CARD, AND 100 GAME RULE BOOK.

Wendel Game Mfg. Co.

MANUFACTURERS OF THE "100 PLAY GAME BOARD" AND OTHER QUALITY WOOD GAMES

LUDINGTON, MICHIGAN, U. S. A.

In The United States District Court
For The Western District of Michigan
Southern Division

SHAMPAINE INDUSTRIES, INC.	)	
V.	)	Civil Action
MESDEL GAME MANUFACTURING CO.	)	
WILLIAM J. MUELLER	)	No. 4237
ROBERT L. [illegible] and	)	
ALBERT DEL ZOPPO	)	

Plaintiff's Exhibit No. T- 3

Exhibit D

MERDEL GAME MFG. CO.

MANUFACTURERS OF THE "100 PLAY GAME BOARD" AND OTHER QUALITY WOOD GAMES

LUDINGTON, MICHIGAN, U. S. A.

April 25, 1961

Dear Customer:

Because of a basic change in management policy at Carrom Industries, I wish to advise you that I have severed my long standing connection with that company.

With much pleasure, I announce that I, together with former Carrom Associates, have formed the Merdel Game Manufacturing Co., engaged in the manufacture of Game Boards and other Wood Competitive Action Games.

The Merdel Game Mfg. Co., established with sound financial backing, is managed by officers with a combined executive experience of over 65 years with Carrom Industries. In addition to my many years of experience in the game business, our company will be guided by R. L. Erickson, connected with Carrom for over 16 years as plant superintendent and production manager; and A. Del Zoppo, with Carrom for the past 11 years as Division Manager.

Everyone connected with this new company is extremely proud of our main product, the "100 Play" Game Board. You must see it to appreciate it. This beautiful game board of new design and special features is illustrated and described in the enclosed sheet. Note particularly the improved Styrene plastic corner construction and beautiful plastic playing rings. The new Game Board also plays a total of 100 different games.

We anticipate a heavy early demand for our product and we ask your kind cooperation in placing your initial order NOW. Be the first in your territory to offer this improved game board with colorful plastic playing rings to your trade.

The Merdel Game line will include other Wood Competitive Action Games. Two entirely new games have been developed by our company - RING POOL (Bumper Pool Style), and BAS - KIT - BAL. Also available will be the ever popular SKITTLES and HOCKEY games. All of these games have tremendous play appeal. We will be happy to mail our complete game line brochure upon request.

We look forward with great pleasure to serving you. May we have your order now for the "100 Play" Game Board, for early or later shipment.

Sincerely yours,

MERDEL GAME MFG. CO.

Wm. J. Mueckler

Exhibit D

TO PLAY

GAME BOARD

PLAYS FROM, CLOCKWISE

MERDEL games

THE GAME BOARD

OF

POWER SEATS

This catalog brochure distributed by Merdel in 1964 & 1965

D1.4

EL

-257-

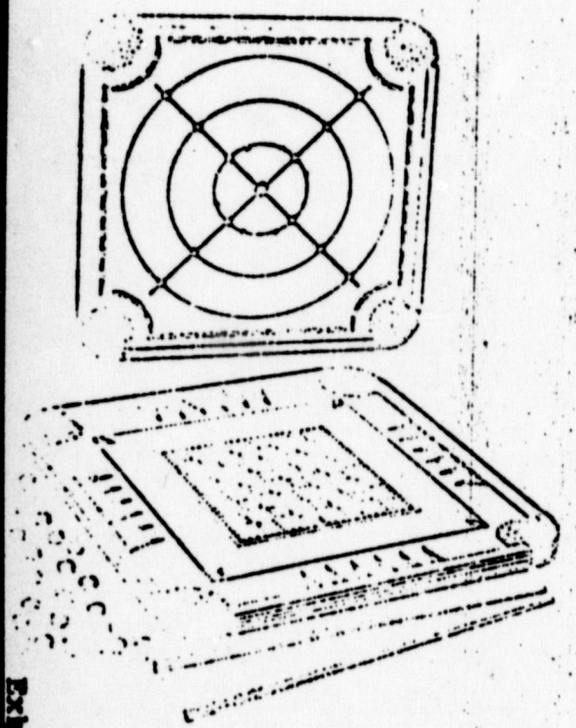
Exhibit D

"3 IN 1" GAME BOARD

Patent No. 3,088,740

PLAYS CHECKS, COCKINOLE, SHUFFLE BOARD, TEN PINS, CHECKERS, ETC.

ONE HUNDRED DIFFERENT GAMES



EXCLUSIVE FEATURES

1. Beautiful smooth High Impact Styrene Plastic corners - in rich Green color to match the green reversible nylon pockets.
2. Patented Corner Construction - Rims tenoned and cemented into High Impact Styrene corners for strength and durability.
3. Rich, glossy, roller-coat finish -- gives lasting protection to select plywood panels.
4. Handsome machine-beaded rims.
5. Gleaming plastic play rings in translucent colors. Gives smooth, gliding play-action. Washable.

TOURNAMENT EQUIPMENT INCLUDES:

COLORFUL PLASTIC RINGS, HARDWOOD CUES, NUMBERED DISCS, SPIN TOPS, DICE, SCORE CARD, AND 100 GAME RULE BOOK.

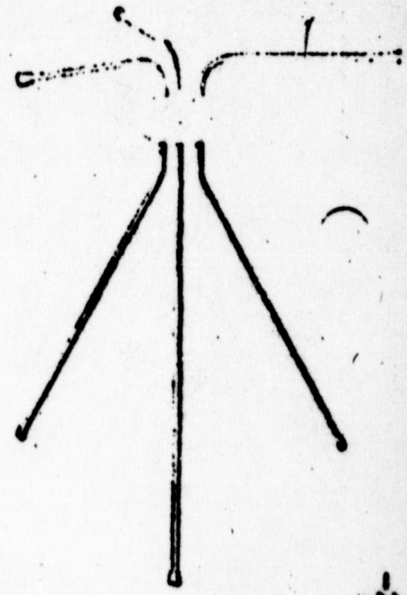
No. 100
SIZE 23¼" sq.
PACKED SINGLY
Shipping Weight 9 lbs.

The Most Popular Game Board Which Provides a Wide Variety of Interesting, Stimulating Games to Satisfy Every Member of the Family, Young and Old.

NO. 75 — GAME BOARD REVOLVING STAND

Supports the Game Board. Turns easily and smoothly! Makes it so convenient to play any game because IT moves around and not the players!

Made of ½" Diameter Steel Tubing, Bright Plated. Arms and Legs Fold.



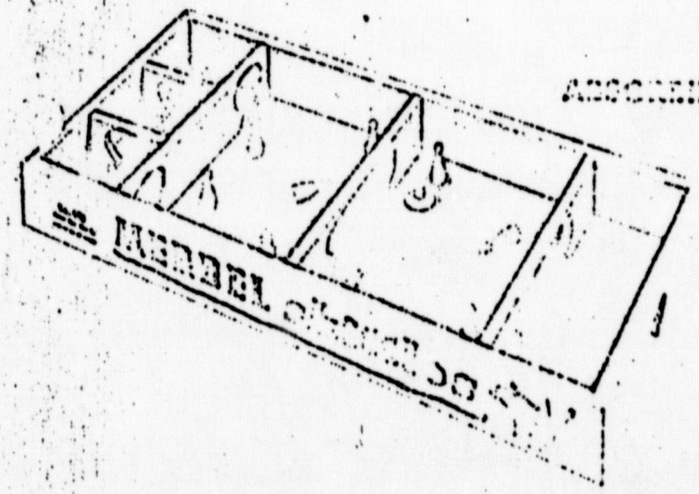
- DURABLE
- STABLE
- EASY TO SET UP
- EASY TO PUT AWAY

PACKED SINGLY Shipping Weight 3 lbs.

-258-

NO. 401 MERRIL SKITTLES

ASSEMBLING - INSTRUCTIONS



The old time favorite more popular than ever. The fascinating skittle bowling game. Wind the string around the ball and pull—watch the ball crash, decapitating all the boards. Pretty colors, rolling Tenpins for score.

SIZE 13" x 32" x 4"
PACKED SINGLY
Shipping Weight 6 lbs.

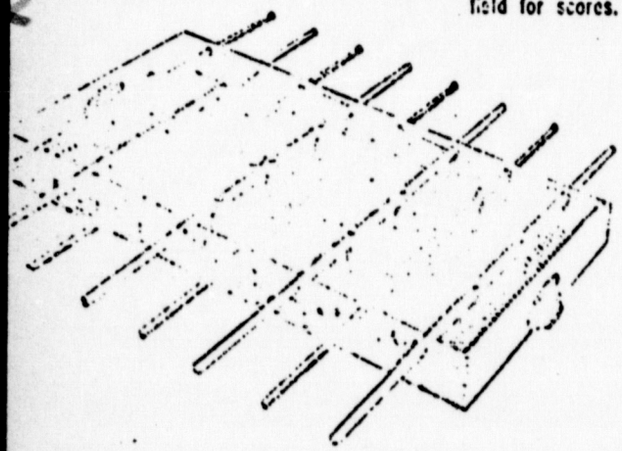
QUALITY [illegible]

Exhibit D

[illegible]

[illegible] SOCCER-GO-GO ACTION GAME

Players manipulate kick paddles to rush the ball through mobile defense men into the goal.
Free moving rods with hardwood shaped KICKERS allow players (2 to 8) to match speed and dexterity in booting or passing the ball up and down the field for scores.



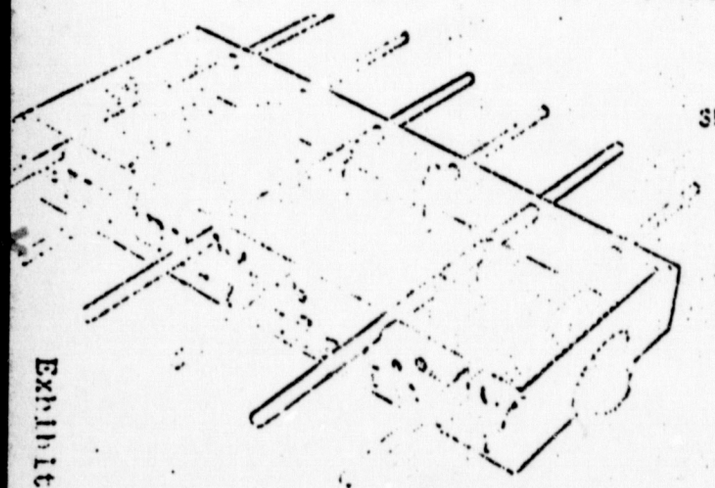
Sideboards made from ¾" select stock. Smooth hardboard play surface. Hardwood dowel rods with colorful, enameled hardwood KICKERS.

No. 300

SIZE 40" x 20" x 3½"
PACKED SINGLY
Shipping Weight 14 lbs.

COMPLETE WITH NET POCKET GOALS, TABLE TENNIS BALL AND RULES.

[illegible]



No. 336

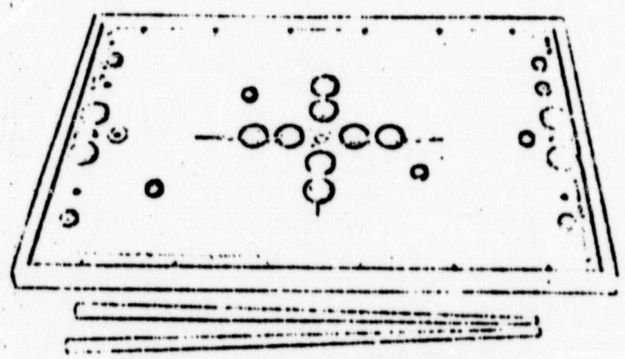
SIZE 30" x 13" x 3½"
PACKED SINGLY
Shipping Weight 7 lbs.

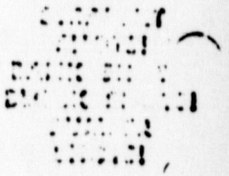
Same as No. 300 except smaller size for 2 to 6 players.
[illegible] quality construction — Hardwood dowel rods with enameled hardwood kickers.

Exhibit D

NO. 600 [illegible]

A combination of Bumper Pool and [illegible].
All the elements of skilful sport that [illegible] pastime are incorporated in this game board.
A game that produces keen competitive action and allows for [illegible] as well as offensive shooting.





SIZE 24" x 35"
PACKED SINGLY
Shipping Weight 15 lbs.

SHOOTING DONE WITH [illegible]
EQUIPMENT: TEN TRANSLUCENT COLORED PLASTIC [illegible], TWO HARDWOOD CUES.

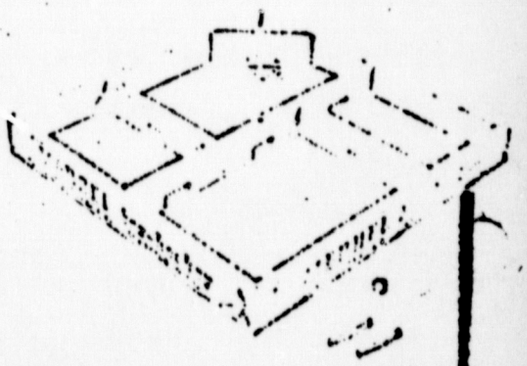
-259-

NO. 600 [illegible]

A Thrill for Kids — Fun for Adults.

A Game with Action Galore! Exciting to Play — Exciting to Watch.

Furious Puck-Chasing Back and Forth through the archways in a battle to score a goal.

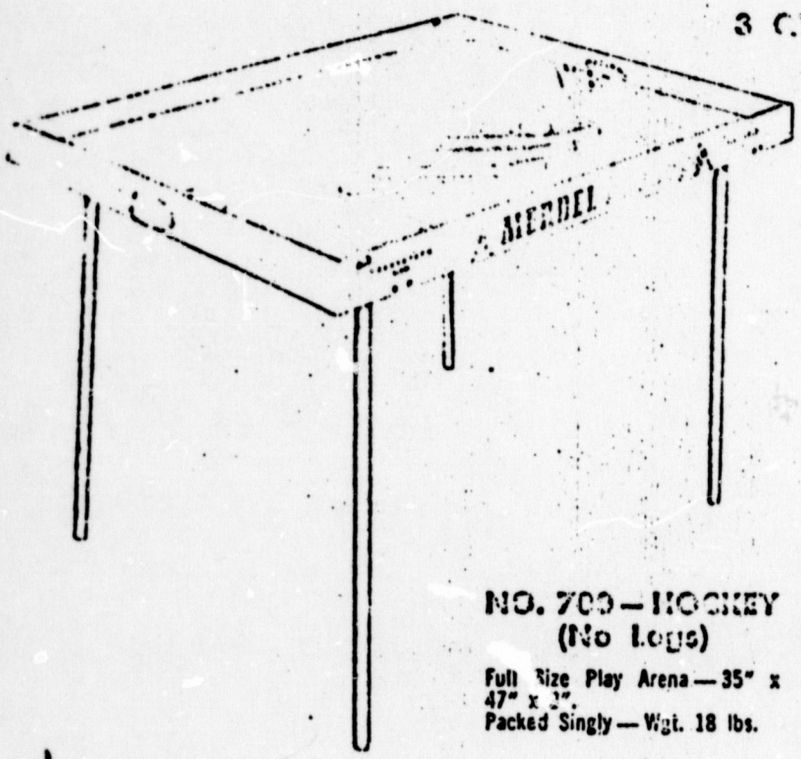


A Handsome Box Rink — Nicely Finished — Rugged Construction — Made from ¾" Select [illegible]. Smooth Hardboard Surface. Complete with 2 Sticks, Puck and Rule Sheet.
Size — 24⅛" x 24⅛" x 3¼" — Shipping Weight — 9 lbs. Packed Singly.

MANUFACTURERS OF THE "100 PLAY [illegible]"

Enjoy the slam-bang puck-chasing excitement of hockey by [illegible] clever shooting, speedy stick action and smart check plays. High comp[illegible] and spectators, young and old.

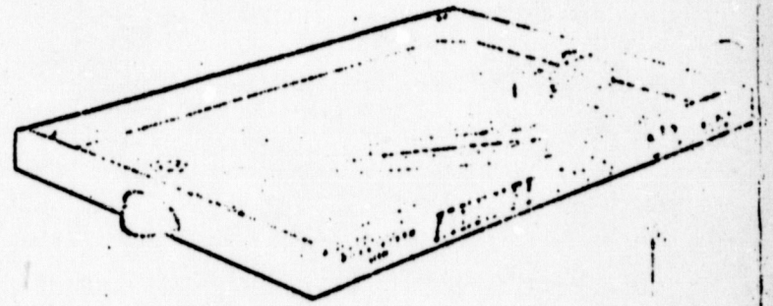
3 QUALITY MODELS TO CHOOSE FROM



ALL MODELS FEATURE:

Select Wood Rails with Mitered Corners Locked with Steel Splines. Smooth Hardboard Play Surface. Attractive Silk-Screen Play Surface Designs.

Sliding Plastic Score Counters. Hardwood Play Sticks and Pucks. Reinforced Goal Nets.



NO. 700—HOCKEY (No Legs)

Full Size Play Arena—35" x 47" x 3".
Packed Singly—Wgt. 18 lbs.

NO. 705—HOCKEY (With Legs)

Full Size Play Arena—35" x 47" x 3".
4 Hardwood Legs—Easily Removable and Insertable.
Packed Singly—Wgt. 23 lbs.

NO. 710—JUNIOR HOCKEY (No Legs)

Size—25" x 37" x 2½.
Same Quality Construction As Larger Model.
Packed Singly—Wgt. 11 lbs.

-260-

NO. 170 MERKEL MARBLE ROLLER COASTER

FASCINATING FUN—Hours of Self Entertainment and Competitive Play for Children 3-11.

One child or two can play on the Marble Roller Coaster either individually or competitively.

INDIVIDUAL PLAY

Child can place colorful marbles on the double-track raceways and watch in fascination as the marbles roll colorfully down the track, drop through an opening on to another track and head in another direction, etc., then watch the marble end its ride by rolling and bouncing into a [illegible].

[illegible] OF CONSTRUCTION—ATTRACTIVELY FINISHED

The Marble Roller Coaster is of all select wood construction and attractively finished in four different enamel colors.

[illegible] Easily Assembled—No Fastening Required.

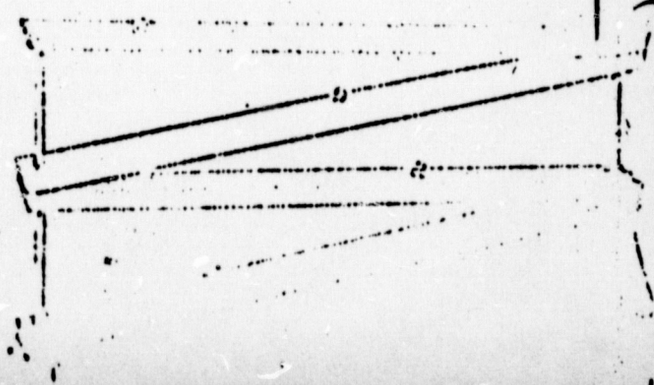


Exhibit D

4. Neither party shall claim any damages for past infringement

2. The term CAROM was declared descriptive but is afforded protection, e.g. CAROM will not be used to describe the board for this game.

3. It is stipulated that the Erickson pat. 3,038,740 is valid and that E. is the first inventor thereof.

1. It is stipulated that Pls. reg. No. 1,049,996 is valid and agrees not to use CARROM as a trademark

5. This acts to settle parties.

Stipulation

1) The defendants stipulate that Pan's Trademark Registration 49996 is valid and agree not to use the words CARROM / or CARROMS as a trademark. If the words CARROM / or CARROMS cease to be a trademark, there shall be no restriction on the defendants' use thereof.

2. The plaintiff stipulate that it will not object to the use of the word Carom(s) by defendants in their trade name, etc. where such use is or was made prior to the date of this agreement. The defendants agree that they will not expand such use.

for a period of 3 yrs from ~~the date~~ the date

~~the Stipulation~~. The As agree & further

they will not use

& the injunction that is like said Cases

Cases during such 3 yr. period & decide the

same Board. At the termination of ~~the~~

~~aforesaid~~ 3 yr. period there shall

be no retention on the use of the

said Cases or Cases of the defendants.

Exhibit F

Pope

Christ

Exhibit F

24

IN THE UNITED STATES DISTRICT COURT

FOR THE WESTERN DISTRICT OF MICHIGAN

SOUTHERN DIVISION

SHARPAINE INDUSTRIES DIVISION OF AFFILIATED HOSPITAL PRODUCTS, INC. Plaintiff v. MERDEL GAME MANUFACTURING Co., WILLIAM J. MUECKLER ROBERT L. ERICKSON, and ALBERT DEL ZOPPO Defendants.	Civil Action No. 4237

Order of Dismissal

At a session of said Court held in the United States District Court, Kalamazoo, Michigan, on March 2, 1967, Hon. W. Wallace Kent presiding.

All matters in controversy having been adjusted and settled by the parties hereto, it is hereby ordered:

that the Complaint and Counterclaim be, and they are hereby, dismissed with prejudice and without costs to either party.

March 2, 1967

W. WALLACE KENT

W. Wallace Kent,
Chief Judge

Approved as to form and substance:

Charles C. Lundstrom
Attorney for Defendants

Eugene Christman
Attorney for Plaintiff

ATTEST: A true copy

Exhibit G

265

9TH FLOOR

[illegible] — Room 915
43[illegible] 2nd St., New York, N.Y. 1001[illegible] 227-[illegible]
[illegible] Sportsmanlike 20" to 24" Balls, Inflatable Toys, Plush and Fashionette, Toys, Tea Sets, Friction Toys.
[illegible], Joe[illegible], Joel Stern, Herb Yarchin, Hal Martin.

FLIGHT MANUFACTURING CO. (SOUTH DAKOTA) — Room 915
P.O. Box 13, Pawnee, Nebr. — WA 5-3861-2
Scale Model Toy cars with friction motor & Magnetic cars and magnetic action. Raw and spare car sets. Stanley The Steer Stock, Sports Cars - gift pack. Racing sets - gift pack. Police and Fire Chief - gift pack. Racer Squad and Yellow Cab - Gift pack.
Tarmin Starr Sales Inc., Herb Tarchin, Joel Starr, Hal Mellon, Paul Ateili, Ted Mathews, Sales Mgr.

WILLIAM RICHMAN ASSOCIATES, LTD. — Room 919
200 Fifth Ave., New York, N.Y. 10010 — 243-5055
ARMAC PRODUCTS, INC.: Pool tables, toy pool tables.
HAMILTON EQUIPMENT CORP.: Pedal, electric and bicycle exercisers, bicycle accessories. MERDEL GAMES: Adult and junior wooden games. SCOPE INSTRUMENT: Microscope Kits, Telescopes, Binoculars.
Bill Richman, Fran Hacker.

MERDEL GAME MFG. CO. — Room 919
218 E. Dowland St., Ludington, Mich. — 243-5055
"100 Play" Carom Game Board, skittles, Kick'er, wood hockey games, tots drawer chest and wood action games.
William Richman, Al Del-Zeppo, Sales Mgr.

SCOPE INSTRUMENT CORP. — Room 919
25-20 Brooklyn-Queens Expressway, W. — (212) 243-5056
Woodside, N.Y. 11377
Microscopes, Microscope Kits, Telescopes, Binoculars & Optical Goods.
William Richman, Fran Hacker.

Page 194

NINTH FLOOR

Littman, Herbert, Inc. — Room [illegible]
200 Fifth Ave., New York, N. Y. 10010 — 255-7[illegible]
Binoculars, Microscopes, Telescopes, Camping Equipment
Herbert Littman, Mel Johnson, Jim Sproat

Maidment Sales Corp. — Room [illegible]
200 Fifth Ave., New York, N. Y. 10010 — 242-115[illegible]
Games, Toys, Sporting Goods, Christmas Decorations, Boxed Games, Activity Sets, Puzzles, Musical Toys & Instruments, Modeling Clay, Pool Tables & Accessories, Easter Grass, Playsuits
Ivor C. Maidment, Bert W. Maidment

Masterpiece, Inc. — Room [illegible]
Blakely, Penn. 18447 — 868-[illegible]
Mfg. of Artificial Christmas Trees, Decorations, Wreaths, Garlands, Lights, Outdoor Instant Shrubbery, Artificial Trees for Landscaping
Percy Diefenbach, Louis Gould, Robert James

Master Toys—Div. of Master Industries, Inc. — Rooms [illegible]
516 Lafayette Rd., St. Paul, Minn. 55101 — 243-[illegible]
Stuffed Toys, Ridems, Musicals, Infant Toys, Circus Animals, Pajama Bags, Terry Cloth Tubbables
Jim Dunleavy, Gus Pevarelli

Merdel Game Mfg. Co. — Room 919
218 E. Dowland St., Ludington, Mich. 49431 — 243-5[illegible]
"100 Play" Carom Game Board, Skittles, Wood Hockey, Kick'er & other Wood Action Games
William Richman, Al Del Zeppo

Mirro Aluminum Company — Room [illegible]
1512 Washington St., Manitowoc, Wisc. 54220 — OR 5-3[illegible]
Mirro Like Mother's Aluminum Juvenile Dinnerware, Cookware & Bakeware Sets, Sno-Coasters, Sno-Skis, Snow Shovel & Pusher & Plastic Toys
George Isselmann, Henry Clay, Jim Place, John Wissner, Henry Reed, John Eidsmoe, Sam Gore, Jim Milinsky, K. Wiley Thorpe, Paul Wills

246

X

Exhibit D-4
Date 4-2-69
Wallace H. Webster, Reporter

Creative Dir. Directing
Toy Incorporated Director

PLAINTIFF'S EXHIBIT

Exhibit H

EXHIBIT
D-15

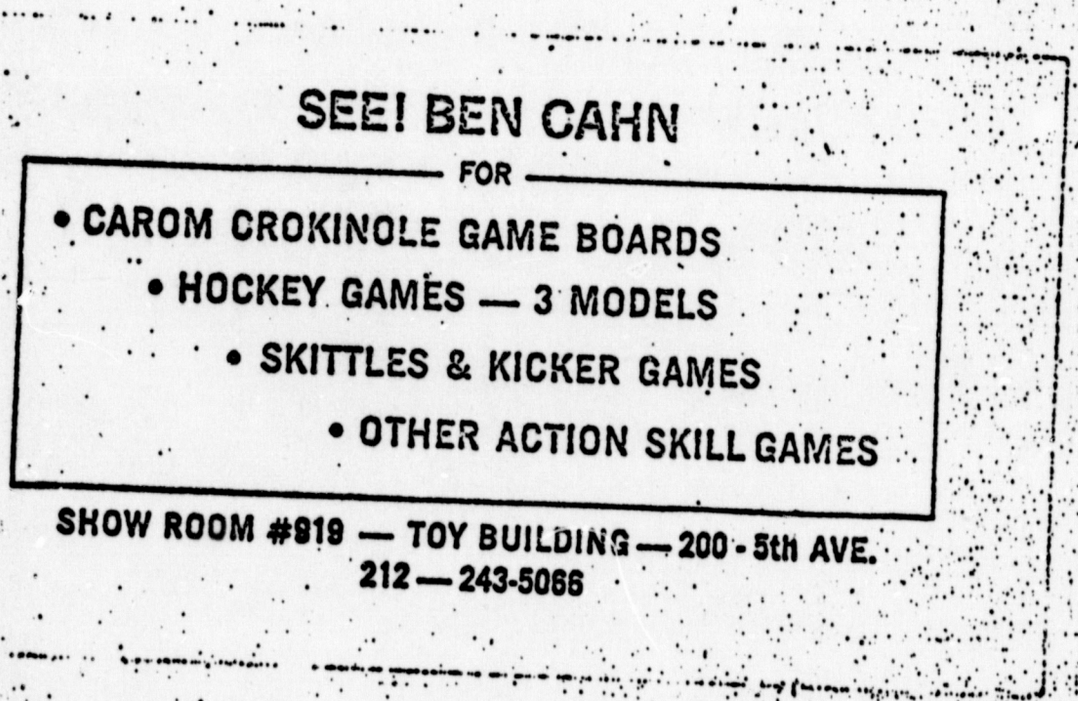


Exhibit D-15
Date 1-29-79
Wallace M. Webster, Reporter

Exhibit H

FILE COPY Ex. 56 MTD Cahn DATE 12-12-70 FEDERAL REPORTING SERVICE

MERDEL GAME MFG. CO.

MANUFACTURERS OF THE "100 PLAY GAME BOARD" AND OTHER QUALITY WOOD GAMES

LUDINGTON, MICHIGAN, 49431

RECEIVED
JUN 3 1969
WM. RICHMAN ASSOCIATES LTD.

WM RICHMAN ASSOCIATES LTD
200 Fifth Avenue
Room 919
New York, N. Y. 10010

May 20, 1969

Dear Game Buyer:

Recent press releases report that, due to increased leisure time, there will be more interest in Youth and Adult games, which will make 1969 another big year for merchandisers of these items.

With many years of experience producing games, Merdel is proud to present:

The ever-popular "100 Play" Carom Game Board
The well known all wood Hockey Game - - 3 models
Skittles and Kick'er Games - - regular and deluxe.

Other Action Games are described in detail in the enclosed brochure.

All Merdel Games are on display in New York in Room 919, 200 Fifth Avenue.

Merdel's new plant facilities with modern equipment assures its customers of quality construction as well as prompt shipments. However, due to continued shortage of select lumber, we suggest placement of your order at your earliest possible convenience. We do offer dating: 2% October 10th.

We anticipate the pleasure of serving you.

Sincerely,
Richman Associates Ltd.
Merdel Game Division

Ben Cahn
Sales Representative

Ben
The above usage is OK - We identify our Game as "100 Play" and we identify it with our "R" not Carom which is the competitor's trademark

Exhibit H

May 9, 1969

Federated Stores
1200 East Nellichol Road
Detroit, Michigan 48203

Attention: Ed Risk, Buyer

Dear Mr. Risk:

This is to advise you that at the request of our representative, Ralph Sevebeck of Floyd Sleeper and Associates, we have shipped to your attention a sample of our "100 Play" Carom Game Board on a no charge, prepaid basis.

We appreciate your interest in this popular staple game and we trust you will select it for sale in your stores for the coming Christmas season.

Sincerely,
Nerdel Game Mfg. Co.

A. Del Zoppo
Sales Manager

ADZ:rd

cc: Floyd Sleeper & Associates
Cleveland, Ohio

Exhibit H

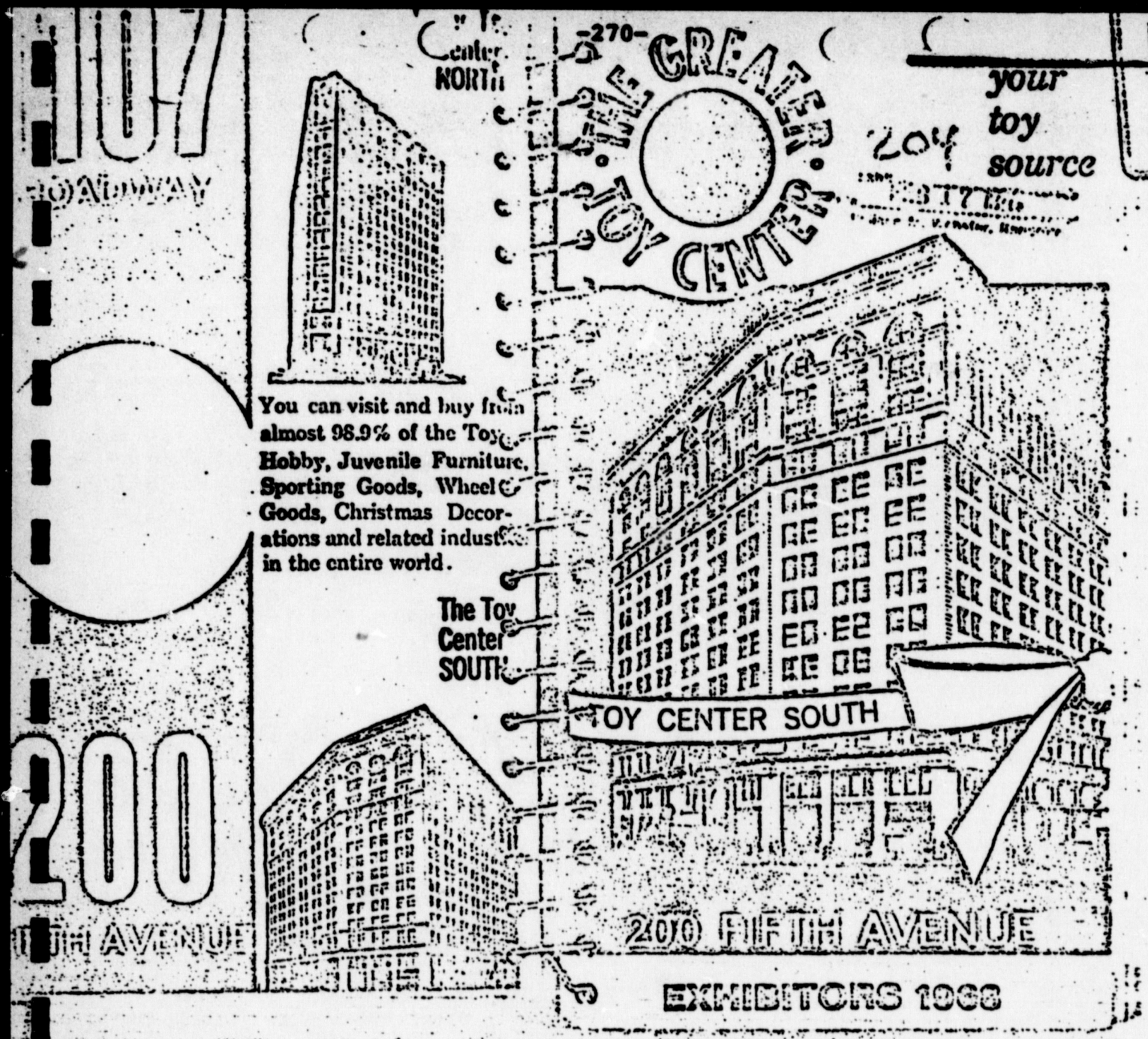

1107
BROADWAY
200
FIFTH AVENUE
Center
NORTH
-270-
THE GREATER
TOY CENTER
your
toy
source
204
You can visit and buy from
almost 98.9% of the Toy,
Hobby, Juvenile Furniture,
Sporting Goods, Wheel
Goods, Christmas Decor-
ations and related indust
in the entire world.
The Toy
Center
SOUTH
TOY CENTER SOUTH
2010 FIFTH AVENUE
EXHIBITORS 1966

Exhibit H

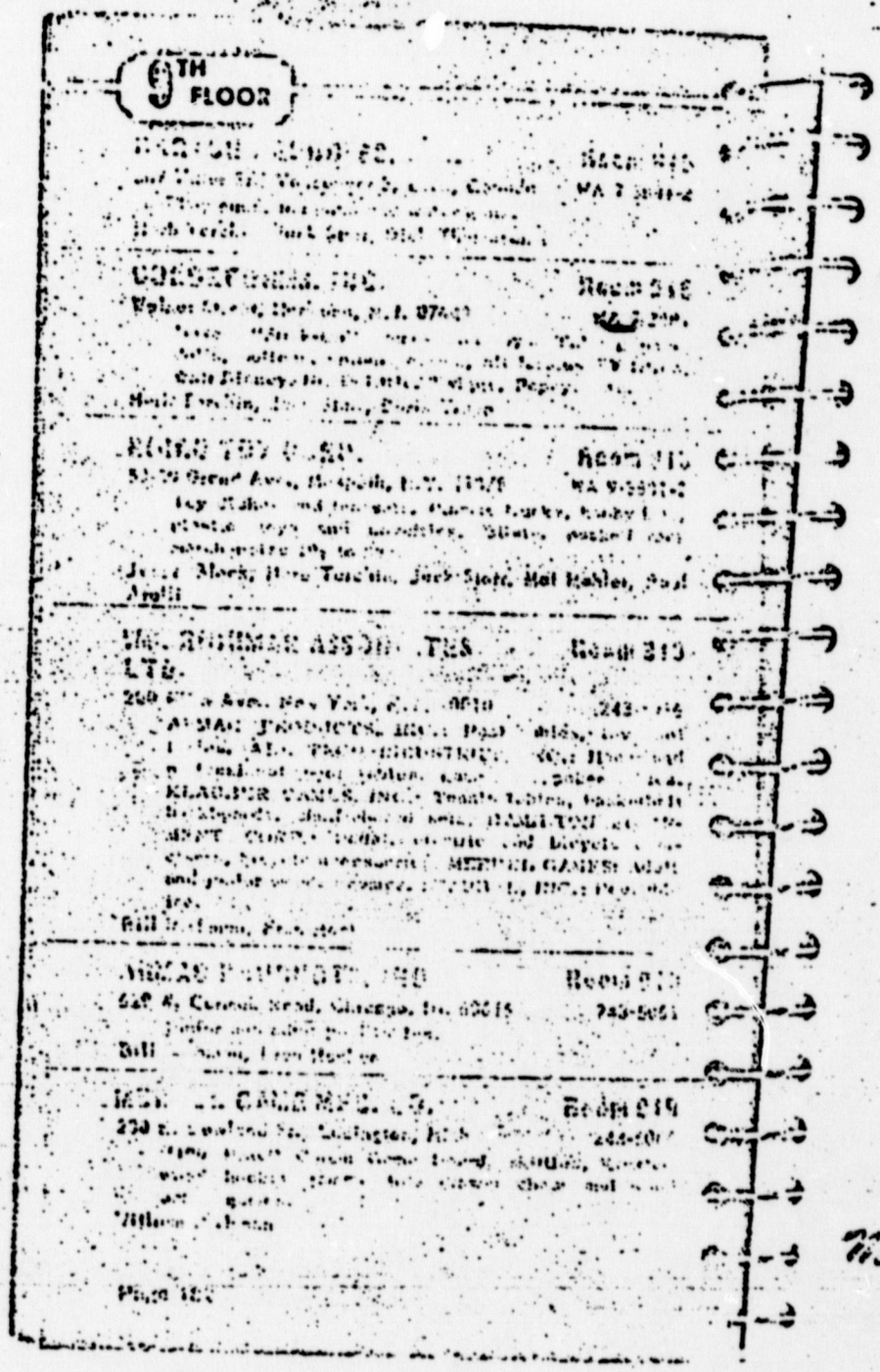


Exhibit H

February 18, 1969

J. C. Penney Co.
1301 Avenue of the Americas
New York, N. Y. 10019

Attn: P. Kennedy, Buyer

Dear Mr. Kennedy:

Enclosed are completed Product Information Sheets on our #401 Skittles, "100 Play" Caron Game Board, Revolving Stand, #305 Kick'er and the #710 Jr. Hockey games. Closeups and catalog sheets on these items are also enclosed.

For a number of years we have been privileged to be your source for the Skittles game. We welcome the opportunity to furnish also the "100 Play" Caron Game Board and other games you are considering. We believe you will find our prices to be right, and we assure you that your orders will be given our personal attention.

Sincerely,
Nordel Game Mfg.Co.

A. Del Zoppo
Sales Manager

ADZ:rd

cc: Richman/Cohn
New York, N. Y.

Exhibit H

going to the TOY FAIR



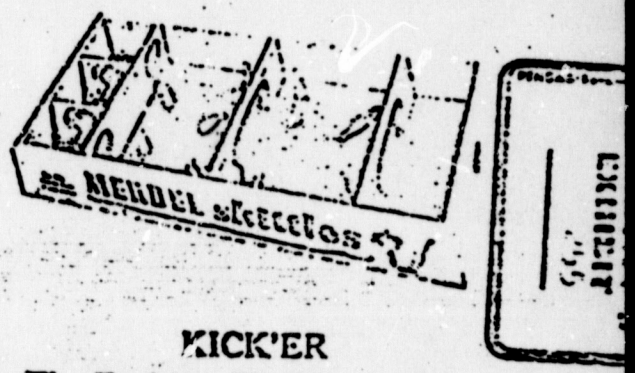
Why not visit THE MERDEL GAME EXHIBIT

Room 622 HOTEL NEW YORKER March 7-12

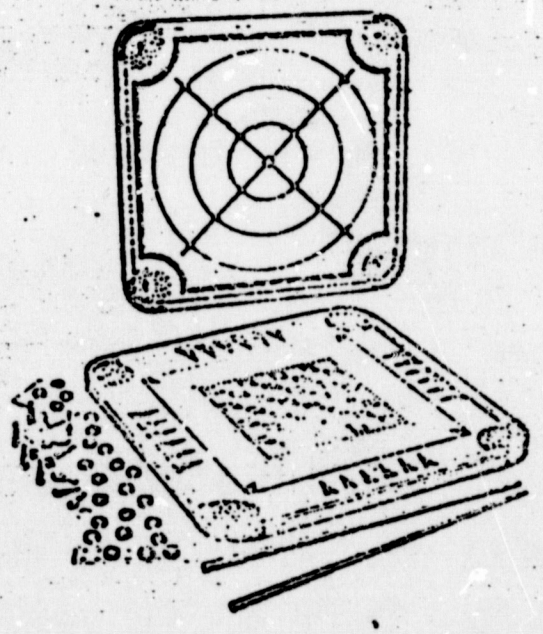
Words alone will not sell the best of products. Why not SEE the games which are gaining increasing popularity throughout the country.

SKITTLES

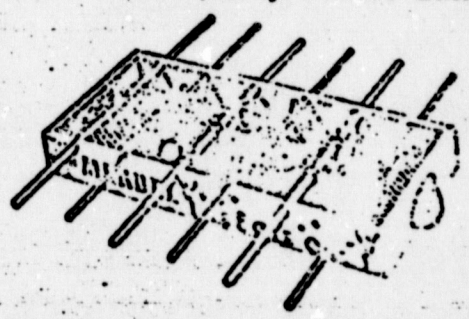
The Fascinating Spin-Top Bowling Game



"100 PLAY" GAME BOARD
The Patented Game Board



KICK'ER
The Exciting Flip Paddle Game



A BETTER PRODUCT AT A BETTER PRICE

If you stock or plan to stock such staples as a CAROM-CROKINOLE GAME BOARD — SKITTLES – KICK'ER – HOCKEY – or other Wood Action Games, see and judge for yourself our offer of a Better Product for a Better Price.

MERDEL GAME MFG. CO. LUDINGTON, MICHIGAN, U. S. A.



MERDEL GAME MFG. CO.

MANUFACTURERS OF THE "100 PLAY GAME BOARD" AND OTHER QUALITY WOOD GAMES

LUDINGTON, MICHIGAN, U.S.A.

49431

EXHIBIT 29

January, 1968

As we review results of the past year -- the most successful year in the history of our company -- it is impossible to start plans for the new year without first saying thank you for the business you placed with us in 1967.

There are other good wishes being indirectly extended to you, which you may or may not be aware of. These are the good wishes of the many people to whom you have sold our products. Many consumer letters reach us at this time of the year. Most request accessory game parts, but many people write only to tell us how happy they are to have received one of our games for Christmas. One lady writes: "Of all the toys and games our 8 children received for Christmas, your "100 Play" Carom Game Board is giving them the most enjoyment. It is in constant use."

Another happy customer tells us about our SKITTLES game, sales of which, incidentally, almost trippled for us in 1967. He writes: "We are the proud owners of a Merdel Skittles game. We have gotten many hours of family enjoyment from it. Great entertainment!"

We are pleased to have shared with you in the sale of merchandise which represents happy value to your customers. We would like very much to continue this relationship in 1968 and in the years ahead. Thanks again for your business.

Sincerely,
Merdel Game Mfg. Co.

A. Del Zoppo

A. Del Zoppo

PLAINTIFF'S EXHIBIT 334

We Invite You

To Visit Our Exhibit

At The

American Toy Fair

February 23 - March 4, 1970

* * * * * * * * * * * * *

See The Merdel Line Of Wood Action Games

"100 Play" Carom Game Board

Skittles

Kick'er

Hockey

Balance Board

Ride The Rods

Skill Test Game Pack

* * * * * * * * * * * * *

Room 919

Toy Center Building

200 Fifth Avenue

New York, New York

MERDEL GAME MFG. CO.

EXCELLENT SELLER - - EXCELLENT PROFIT MAKERS

-276-

"100 PLAY" GAME BOARD

SKITTLES

MERDEL GAME MFG. CO. - Ludington, Michigan 49431

Exhibit H

January 10, 1969

Top Value Enterprises
Top Value Bldg.
Dayton 1, OHIO

Att: R. L. Hoover
Buyer

Dear Mr. Hoover:

We are pleased to learn that our popular Skittles and Carom Board games will continue to be presented in Top Value's Catalog.

The samples which you requested we forward have been shipped via prepaid EXPRESS, no charge.

We appreciate very much the business placed with us during the past year and we look forward to the privilege of serving your requirements in '69.

Kindest regards.

Sincerely,
Merdel Game Mfg. Co.

A. Del Zoppo
Sales Mgr.

cc: Bill Trau

MIDGET GAME MFG. CO.
2[illegible] EAST [illegible] AND ST.
LOUISVILLE, MICHIGAN
Phone 543-5630

INVOICE NO. No 10803

INVOICE DATE

SOLD TO Variety Supply Co.
Clara City, Minnesota

SHIPPED TO Bentley's Super Mar[illegible]
Hazen, North Dakota
56545

OUR ORDER NO.	YOUR ORDER NO.	SALESMAN	TERMS	SHIPPED VIA	P.O. [illegible]
3/10	503-2100	Stokes	2% 10 EOM	[illegible]	1 X

QUANTITY	DESCRIPTION	PRICE	AMOUNT
1	A103 Circa Board		
	Parcel Post 105		
	1857		

PRINTED BY GRAVANG CO., INC., BROOKLYN 32, N. Y.

Exhibit H

NEDEL GAME MFG. CO.
250 EAST COPLAND ST.
AUBURN CITY, MICHIGAN
PHONE 012-5250

INVOICE NO. 7000

INVOICE DATE

SOLD TO

SHIPPED TO

Sample

8/17/43

YOUR ORDER NO.	SALESMAN	TERMS	SHIPPED VIA	F.O.B.
			Express	

QUANTITY	DESCRIPTION	PRICE	AMOUNT
1	100 Lazy Lizzy Lariat Card	Free	
1	50 Lucky Lou		
2	77 Klondike Hands		
2	400 Shuffle		
1	305 Turbo		

PRINTED BY GRAYARD CO., INC., BROOKLYN 32, N. Y.

1005

BEST COPY AVAILABLE

MERRELL MFG CO.

226 EAST DOWLAND ST.
LUDINGTON, MICHIGAN
Phone 693-5530

INVOICE NO. № 10104

INVOICE DATE 3/20/07

SOLD TO
[illegible] Book Store
[illegible]
[illegible] Euclid Ave.
Cleveland, Ohio

SHIPPED TO Same

ORDER NO.	YOUR ORDER NO.	SALESMAN	TERMS	SHIPPED VIA	PREPAID OR COLL.
[illegible]	[illegible]	[illegible]	2% ten [illegible]	Express	X

QUANTITY	DESCRIPTION	PRICE	AMOUNT
1	#100 "Red Flag" Carom Cane Board		
1	#50 Toto Indoor Toy Chest		
1	Cash Subtotal		
	[illegible] 1 ct		

656

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Exhibit H

SOLD TO

INVO. DATE

SHIPPED TO

OUR ORDER NO.	YOUR ORDER NO.	SALESMAN	TERMS	SHIPPED VIA	PPD. COLL.

QUANTITY	DESCRIPTION	PRICE	AMOUNT
1 f 21 24 21			2117

PRINTED BY GRAYARC CO., INC., BROOKLYN 22, N. Y.

MERIT GAME MFG. CO.

25[illegible] AVE D[illegible] AND ST.
LUDINGTON, MICHIGAN
Phone 843-5020

INVOICE NO. № 10100

INVOICE DATE March 25, 1957

SOLD TO [illegible] Inn 800
[illegible]
Cincinnati, Ohio

SHIPPED TO SAME

Dept 5

At once

B.G.E.A.

OUR ORDER NO.	YOUR ORDER NO.	SALESMAN	TERMS	SHIPPED VIA	PPD. COLL.
	[illegible]	[illegible]	[illegible]	P.F.	

QUANTITY	DESCRIPTION	PRICE	AMOUNT
4	# 80P Deer Play Equipment for Bowling Game Board		
	Wood post.		
	1374		

PRINTED BY GRAVARC CO., INC., BROOKLYN 32, N. Y.

Exhibit H

MERRILL GAME MFG. CO.

226 EAST DOWLAND ST.
BLOOMINGTON, MICHIGAN
Phone 043-5630

INVOICE NO. № 10109

INVOICE DATE March 22, 1967

SOLD TO
Bethany Supply Co.
Glen City, Minnesota

SHIPPED TO
Same
Att: Glenn Burney

ORDER NO.	YOUR ORDER NO.	SALESMAN	TERMS	SHIPPED VIA	PKG. OR CRTS.
			2% 10th M/M	RAIL	1

QUANTITY	DESCRIPTION	PRICE	AMOUNT
1	#100 "100 Play" Card Game Board	4.28	4.28
1	#RP Set Plastic Card Play Rings	.57	.57
			4.85
	Prepaid Express		

1855

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Exhibit H

MERIDEL GAME MFG. CO.

236 EAST LOWLAND ST.
LUDINGTON, MICHIGAN
Phone 843 5650

INVOICE NO. No 10453

INVOICE DATE 3/23/67

SOLD TO
Section of Expediting and Insp.
Bureau of Purchases
Board of Education
228 N. LaSalle Street
Chicago, Illinois 60601

SHIPPED TO
Board of Education
Div. of Supplies
3100 S. Ledzie
Chicago, Ill. 60623

AT ONCE Acc. #7702:7749

OUR ORDER NO.	YOUR ORDER NO.	SALESMAN	TERMS	SHIPPED VIA	F.O.B. POINT
3647	436959	Hall	2 30 Days	Motorline	

QUANTITY	DESCRIPTION	PRICE	AMOUNT
960	Meta Roll-Hockey Pucks		
200	100 100-Play Baron Boards		

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Exhibit H

MERDEL GAME MFG. CO.
(136 ((OWLAND ST.
LUDI..T.N, MICHIGAN
Phone 843-5630

INVOICE NO. № 10459

SOLD TO
Atlanta Wholesale Toy Co.
941 Armour Place, N. E.
Atlanta, Georgia 30324

INVOICE DATE

SHIPPED TO Same

AT ONCE

OUR ORDER NO.	YOUR ORDER NO.	SALESMAN	TERMS	SHIPPED VIA	FRT. COST
3/27	[illegible]	David	2% 10 1ON	Hooker & Roadway	[illegible]

QUANTITY	DESCRIPTION	PRICE	AMOUNT
16	#100 Corsa Game Boards		
	152		

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Exhibit H

-286-

MERDEL GAME MFG. CO.

5 FA[illegible] STAND ST.
LUDINGTON, MICHIGAN
Phone 843-5530

INVOICE NO. № 10451

INVOICE DATE 3/27/67

SOLD TO
M. L. Ambacher Co., Inc.
20-50 Rollstone Street
Fitchburg, Massachusetts

SHIPPED TO

AT LOSS

MY ORDER NO.	YOUR ORDER NO.	SALESMAN	TERMS	SHIPPED VIA	F.O.B.
[illegible]	[illegible]	[illegible]	2% 10 [illegible]	Associated Mid-Atlantic	X

QUANTITY	DESCRIPTION	PRICE	AMOUNT
[illegible]25	#109 Caron Game Boards		
	150		

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Exhibit H

MERDEL GAME MFG. CO.

136 MAPLAND ST.
LUDINGTON, MICHIGAN
Phone 843-5030

INVOICE NO. № 10401

INVOICE DATE

SOLD TO
Playtime Equipment Company
5005 Davenport Street
Omaha, Nebraska 68132

SHIPPED TO
Playtime Equipment
509 South 12th Street
Omaha, Nebraska

Ad Chg Fleisher

OUR ORDER NO.	YOUR ORDER NO.	SALESMAN	TERMS	SHIPPED VIA	PKG. SPEC.
3/29	-	Stokes	2% 10 50th		X

QUANTITY	DESCRIPTION	PRICE	AMOUNT
6	#401 Skittles	"	
2 2	#50 Tote Drawer Chests	20 40	
1 2	#700 Hockey	18 36	
3 2	#300 Kick'er -	28	
2 2	#100 Coin Game Boards	16	
		168	
	14 racks -		
	1372		

PRINTED BY GRAVARG CO., INC., BROOKLYN 32, N. Y.

Exhibit H

INVOICE NO. [redacted]

INVOICE DATE 3-31-67

SOLD TO
Bob Levin - Gordian Costa Co.
95 Pleasant Street
Worcester 2, Massachusetts

SHIPPED TO
City of Worcester - Public ...
Green Hill Golf Clubhouse
Worcester, Mass.
AP Chas

Cust. Mkt. #011295

ORDERED NO.	YOUR ORDER NO.	SALESMAN	TERMS	SHIPPED VIA
9/21	1190	Adams	2% 10 - 30	Assoc. Pkd. Co. Motor

QUANTITY	DESCRIPTION	PRICE	AMOUNT
15	100 Gyron Gene Boards		
15	29 : Plastic ding dots		

-15
16
3/3
3

PRINTED BY GRAYARC CO., INC., BROOKLYN 32, N. Y.

of any uses by Nerdel or the defendants to describe their gameboard with the term C-a-r-o-m on the date of the stipulation?

A That's correct.

Q Now, I have difficulty understanding why this third sentence is put in the stipulation, if that is the case.

A As I remember the facts, it was a double reason. The judge, for example, had said that to him, Carom described the gameboard. Secondly, the defendants had claimed that our mark was descriptive of the gameboard and for this reason we were concerned there should be no misunderstanding as to what would be done in the future. For that reason we included the sentence you referred to.

Q Well, if that's the case, then, why was the terminology "as part of the foregoing" inserted?

A Because we thought it appropriate.

Q Wouldn't "as part of the foregoing" refer to uses on the date of the stipulation?

A I thought it did.

Q Then there were no uses on the date of the stipulation that described the gameboard, were there?

A Not that we knew of.

Q Okay.

A We didn't want such uses made.

Q Is it fair to say then you didn't know what uses were

Exh. 139-A: Wells Deposition, pp. 10-11

A To my knowledge there is only one other and that's Carrom Affiliated Hospital.

Q Do the people you sell to recognize that products made by Carrom come from a particular manufacturer other than Mex.?

A Yes.

Q They did so in 1961?

A I'm sure they did.

Q Do they do so today?

A I am sure they do.

Q And I assume that your last two or three answers have been based on your experience in selling to these particular customers.

A Yes.

Q Have you ever received an order for a Carrom Game Board from a purchaser or a prospective purchaser?

A Not to my knowledge.

Q Are you familiar with a Knock Hockey game product?

A I have heard the name. I don't know that I recognize it.

Q Are you familiar with a Kikit game product?

A Yes.

Q Do you know who makes that product?

A Carrom Manufacturing -- not Carrom, Affiliated Hospital.

Q In your experience in selling toys and games does Carrom have a good reputation among purchasers and prospective purchasers as a manufacturer of game products?

A Yes.

Q To your knowledge was there a Game Board similar to the one by Carrom manufactured by anyone else prior to 1961?

A I don't know when Carrom started or I mean when Merdel started. I think I got it within a year after they started or two years but I am not sure when they started.

Q Were you familiar with the Carrom Game Board prior to the time that you became a sales representative with Merdel?

A Yes.

Q So then forgetting the exact date, did you know of any Game Boards similar to the Carrom Game Board prior to the time Merdel entered the market?

A Not to my knowledge.

Q Have you ever written an order for a Carrom Board?

A No.

Q If a prospective customer asked you for an order of Game Boards by Carrom, what would be your response?

A Game Board by Carrom?

Q Right.

A I'd tell them I have a 100 Play Game Board by Merdel.

Q If a prospective purchaser asked you for an order of Carrom Game Boards, what would be your response?

A I have never had it happen but I'm sure I would tell them that we don't make Carrom Boards, we make a 100 Play Game Board.

Q Based on your experience, sir, does the Carrom brand name or trade mark have a definite meaning to the trade in toy and

Exh. 150: Erickson deposition, p. 18

A Lawson Becker.

Q Is he still there?

A Yes.

Q Have there been other attorneys since that time?

A Yes.

Q Would you give me their names, please?

A Charles Lundstrom and the attorney present.

Q Now, correct me if I'm wrong, but I believe Mr. Del Zoppo testified that you were the one that selected the term Kick'er.

A Yes.

Q With respect to that particular game board, when was it first manufactured by Merdel?

A In - well, we came out with it in early 1964.

Q At the time you came out with the game board called Kick'er, were you familiar with the Carrom product known as Kik-it?

A Yes.

Q That's K-i-c-k-i-t.

A Dash i-t at that time.

Q How did you select the term Kick'er for that particular

Q Does it use the phrase Carom Board?

A Carom Board. Not Carrom Game Board, but Carom Board.

Q Do you recognize the term Carrom with two R's as a brand name for game boards?

A Well, it is a board made by the Carrom Industries.

Q Since January 1, 1969, have you ever received an order for a Carom Board with one R, from a purchaser or a prospective purchaser?

A Never.

Q Do you have copies of the orders that you have taken since that time?

A No, I have not.

Q When you make a sale of a Merdel game board, do you ordinarily fill out the purchase order, or does the customer ordinarily fill that out?

A It all depends. Sometimes I do, sometimes he will send me fifty boards and when I get back to the office I wrote a memorandum and give it to Miss Hacker.

Q Of the orders that you write, or Mrs. Hacker writes, are they on Wm. Richman letterhead?

A Well, they have an order form.

Q Does that order form have Wm. Richman printed on it?

Exh. 153: Del Zoppo Deposition, p. 43

type out to the trade.

Q This letter up here says that you decided to stock the "100 Play Game Board" which plays "Carom-Crokinole". Is there any single game known as "Carom-Crokinole"?

A I would say no. That has reference to two games.

Q Is there a single game called "Carom", C-a-r-o-m?

A Yes, Ring Carom.

Q You have changed the name on me here to "Ring Carom Is there a single game called "Carom", C-a-r-o-m?

A "Ring Carom" and "Carom" as far as a game is concerned is the same thing, because you play games of carom with rings, and the ring is the identification of play.

Q Let me go back to my question: Do you know of a single game which is known just simply as "Carom", C-a-r-o-m?

A I go back to "Ring Carom", if you are looking specifically for that.

MR. DURKEE: May I have my question read back, please?

(The last previous question was read by the reporter)

THE WITNESS: No.

(Discussion off the record)

Q (By Mr. Durkee) Now with reference to Exhibits 82 and 83, there is an order here-- I think it must be from Sears-Roebuck -- that again says "100 Game Boards", but then on the attached invoice copy, it says,"Number 100 Game Board-Carom".

WALLACE M. WEBSTER, C.S.R., STENOTYPE REPORTER, GRAND RAPIDS, MICHIGAN

Q This was in 1967?

A I believe so.

Q Did Mr. Del Zoppo tell you that they were allowed to use the phrase Carom Game Board with one r at that time, that phrase?

A I'm not sure if it was him or another man at the factory, which person indicated that.

Q But somebody associated with Merdel did indicate that to you?

A Right.

Q And that would have been some time during the year 1967?

A That's about the time.

Q So that would be prior to the conclusion of the lawsuit concluded in March of 1970?

A Yes, I would assume so, or at about the toy show time, which would be around the March time.

Q And despite this, you say you never used the term Carom Game Board with one r in your sales?

A Well, I don't believe I have. I don't think I have ever done that, although I may have written it at some time, but if I did, it was certainly not my intention.

Q Sir, would you look through this group of invoices and tell me if any of them is in your

3

4

company; A. Sure. The name of a company.

Q Do you ever mention that the game board is capable of playing checkers, to prospective customers?

A I believe all the customers know that.

MR. DURKEE: Let me finish my question. I think it was, the prospective buyer -- prior to his answer.

--Q Have you ever received telephone orders for game boards? A. Yes.

A Many. fifties, and so?

Q What were the customers asking for?

A They want my game board. They call me and say, "Will you get me the Nerdel" -- "Will you call Nerdel and get me some game boards?" They need them right away; sometimes they'll say "I need some Carom boards." I know why they're calling me; they want Nerdel. Others, I don't know.

Q Would you say that when they refer to Carom boards that this is infrequent as compared with asking just for Nerdel boards? I don't know whether the word Carrom A. I'd say so. But they're not calling me to ask for Carrom with two R's game board, because they know I handle Nerdel Carom board, with one R. you do not know whether or not Q. Do you know that Carrom -- with two R's -- is a trademark for game boards? know.

A No; I don't. I know that Carrom was the name of

a company; I know it as the name of a company. [illegible]
of the Carrom Co. Q Would you consider it a brand name?

A Yes, I'd say yes.

Q Had you heard of the Carrom Company in 1960?

A Oh, yes.

Q Have you ever handled Carrom game boards -- with two R's -- back in the -- from a purchaser, or prospective purchaser?

A Yes.

Q -- late fifties, and so? Have and not pay attention A to it I did. -- some taken, like I said before I what they Q want Does the term Carrom -- with two R's -- have a definite meaning to the toy and game trade? in touch with I know what A on I don't know if I could answer that. I don't know. It would only mean the manufacturer to me, competitor. As to what it means to my customers, I don't know.

Q I believe you testified, a while ago, that they distinguished between Carrom Company and Nordel Company?

A Yes, but I don't know whether the word Carrom means a board -- with two R's -- means the board to my customers or the name of the manufactuer. one on the Frankenline. Q So as I take it, you do not know whether or not the term Carrom is recognized as a trademark in the trade? hockey? A No. I don't know.

Q In your experience, sir, in the toy and game

trade does the term Carrom -- with two R's -- signify a product of the Carrom Company? [illegible]. We're not hockey people out here. It A[illegible] I would say yes. better. what did you ask me?

Q Did it do so in 1960? Just under the term [illegible]-hockey? A Yes.

Q Have you ever received an order for a Carrom -- with two R's -- game board from a purchaser, or prospective purchaser? You mentioned the Pressman --

A I wouldn't know. I could have and not pay any attention to it. By the same token, like I said before I know what they meant when they wrote to me, if they ordered Carrom with two R's or one R. As long as they got in touch with me, I know which one they were referring to, because I would only be handling Merdel. I should say Merdel game, with one R, Carom board, with one R. [illegible] it nok-hockey, to show, if [illegible] working s[illegible]

Q Are you familiar with a nok-hockey? [illegible] nok-hockey? A Yes; I'm familiar with nok-hockey game.

Q Who makes that product? [illegible] del who m[illegible]

A I believe -- I know Merdel makes it and I know that Carrom makes it and also I have one on the Pressman toy line. [illegible] Company made one a few years ago. I don't believe. I don't b[illegible]

Q Does Merdel sell a board under the name nok-hockey? [illegible] there is another one made today by Coleco.

A That game is not -- We can't sell it out here

in regard to these two terms?

A Well, when I took on the line at the beginning of 1968, and that was the only time it came up directly. I think you'll find that in a few correspondences that appear there.

Q You have represented Nardel only since 1968?

A The beginning of '68.

Q This would be January of '68?

A No. Toy show time, which would be around the end of February, beginning of March, somewhere in there. Roughly, it comes around the same time each year.

Q What did he tell you about the usage of the terms?

A That Carrom with a double R was a trademark of Affiliated Hospital's and that Carom with a single R was a generic term that could be used by anybody.

Now, this is roughly my remembrance of how it was put. I wouldn't say it was verbatim.

Q Did he explain to you what the term Carom with one R was generic to?

A Well, he didn't have to tell me. I mean, I've played pool and billiards all my life and it's a very common term in both these games.

Q What type of customers and prospects do you call on?

A Toy accounts.

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A Only when I write up orders.

Q You do call it a Carom game board with one R --

A With a single R.

Q -- on your orders?

A Yes, sir. They're lying right there. You can look at them.

Q In your experience in selling toys and games, sir, do purchasers recognize the term Carrom with two Rs as a brand name or trademark?

A They do.

Q In your experience, sir, does the trademark Carrom with two Rs signify a product of the Carrom Company or the Carrom Division of Affiliated Hospital Products?

A Well, I'm sure the buyer knows who the manufacturer is, but, I mean, when they refer to Carrom with a double R, they're referring to Affiliated Hospital's board.

Q Have you ever handled a Carrom with two Rs game board?

A I must be truthful with you. I can't remember when we were in the jobbing business back in New York if I did or didn't.

Q Have you ever received an order for a Carrom game board with two Rs?

A No, sir.

Q Are you familiar with a Hok-Hockey game product?

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A Only from my younger days. I know it's an Affiliated Hospital item.

Q In your experience, sir, does Carrom with two Rs have a good reputation among purchasers of toys and games?

A Yes.

Q Are you aware of any manufacturer besides Mardel who makes a game board similar to the one by Carrom?

A Yes.

Q Who?

A Eagle Toys, Limited, of Canada, and I think it's a division of Coleco Industries. That's one.

And then there's a miniature one out called the Carom board, with one R, that is a carded item, as we discussed before, made by a company called Smithport.

Q Do you know how long Coleco has been in the business of making game boards?

A To the best of my knowledge, Coleco bought this company last year. I may be wrong.

Q Has Coleco been a significant force in the market you sell to?

A Coleco as a company, oh, yes.

Q For how long?

A Oh, Coleco is an old, established firm.

Q I'm trying to get at the game boards that they

Q Well, does it play a game called Carom with one R?

A I must tell you the truth, I've never played it. I imagine it does.

Q You assume this from the Mardel literature at least.

A I beg your pardon?

Q Do you assume this from the Mardel literature that they put out?

A The literature says "Plays Carom-Crokinole" and the box says "Plays Carom-Crokinole."

Q From that you assume that it plays Carom?

A Right. With a single R.

Q Right.

Does the Carrom with two Rs trademark signify products of good quality to the trade?

A Yes, they do.

Q What do you stress in your sales approach as being the principal game to be played on the game board by Mardel?

A I never stress any games. I mean, I'm talking to customers, Mr. Durkee, who are familiar with the board. I mean, I didn't introduce the board.

Q I believe that I saw here a copy of a document entitled "Stipulation" produced from your files.

A Yes, sir.